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TOTAL GAME BOY COLOR

EVERYTHING YOU WANTED TO KNOW ABOUT GAME BOY!

MARIO GOLF!

Take a swing for Mario!

RUGRATS! Time Travelers

Get some Brat action!









FREE! Pokémon Power! BOOK OF MONSTERS

3 PULL OUT POSTERS INSIDE!



PLUS Worms Armageddon, Evel Knievel, Tom & Jerry, Space Invaders, Earthworm Jim 2, Suzuki Alstare, Ronaldo, Supreme Snowboarding, Beauty and the Beast... and more!

We wish you a Merry Christmas and a Gaming New Year!

Wey-hey! At last we've reached Christmas – the time of yearwhen the whole world becomes a game bonanza! All the software companies save up their best games for Christmastime so it's a true feast for us console fans. The Game Boy Color selection this Chrimbo is great – just take a look at Mario Golf, a fun little game at first glance, but once you start playing it you get engrossed in the adventure side, and have to keep on playing to take on the better golfers. Then there's a pile of perfect platform games: Earthworm Jim: Menace 2 The Galaxy, Mr Nutz, Tom & Jerry and Rugrats Time Travelers all the way from the USA!

Thanks very much for the massive response to Scribblings, our letters and pictures pages – the postman has had to get himself down the gym to build up muscles big enough to carry the postbag up the stairs. Keep 'em coming! If it's winnings you're looking for then get yourself over to page nine right now – we're giving away piles of top stuff! You make sure you have a fantastic Christmas, I look forward to seeing you in 2000 where the Game Boy Color mayhem will continue!

Nick Roberts





WE WISH YOU A MERRY XMAS

THE BITS 'N' BOBS EXPLAINED!

TOTAL GAME BOY COLOR has all the information you need to make sure you buy the right game for you! On each review you will find a number of boxes and pictures that will deliver the most up-to-date information in the known Game Boy Color world!

ninfo!



How much?	£19.99
From who?	Midway
Whenz it out?	Out now!
Kind of Game?	Puzzle

Here you'll find out how much the game is, who made it, when it'll be in the shops and what kind of game it's supposed to be!

QUICK TIP!

When playing this great game, make sure you don't get too engrossed as your mum might call you in for your tea and you won't hear her – then your belly will start to rumble!

To get you started on the game we've got a quick tip straight from the fingertips of our world renowned Game Boy Color experts.

The main reviewer will fill you in on all the details of the game, but we've also got a second opinion so you get a balanced view.

2ND OPINION!

WHAT A BEAUTY!

Chooooo! In summary what you've got is a superb shoot-'em-up with a few small niggles which prevent it from being a 90% title. It should still keep fans of the genre going for quite some time though. The great thing is, I can type absolutely anything I like into this box, because it's only an example of what a 2nd opinion looks like. If you can read this, then you must be bored! Write in and inform me that these tiny boxes are readable, then I'll be very careful what I write into them in the future! Ta-ra!
NICK

TOTAL GAME BOY TEST YOUR STRENGTH

GRAPHICS! Rolf Harris on a high! ★★★★★

SOUND! Sounds likes a coughing fox. ★★★★★

PLAYABILITY! You'll play it 'til your batteries die! ★★★★★

LASTABILITY! Forever – what a great game! ★★★★★

OVERALL! 99%

YOU JUST HAVE TO HAVE THIS GAME!

This is where the game gets taken apart and rated on its graphics, sound, playability and lastability. Finally we give it an overall score. If the game scores over 90% it gets a coveted HUM DINGER award of excellence!

PAGE 12

MARIO GOLF

Go a few rounds with the podgy plumber!









A MERRY CHRISTMAS!



WIN! WIN! WIN!

PAGE 9
POKÉMON NOVELS
POKÉMON PIKACHUS
DIGIMON AND
GAMES GALORE!

Rugrats: Time Travelers

PAGE 20



Just out in the US, we celebrate this top game!



The 12 Games of Christmas!

PAGE 10
We count down the 12 best games of Christmas... sing along everybody!

3 Pull Out Posters Inside!





PAGE 25

Make your room look posh with *Rugrats*, *Mario Golf* and *Earthworm Jim*!

reviews

A sack full of top games for your Yuletide season!

Previews

the sneaky peek at future games around the corner!

Loads of new games for your Game Boy!





PAGE 47

Get in Touch!

If you want to write to us here at Total Game Boy Color, here's the address...

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PARAGON PUBLISHING
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BOURNEMOUTH
BH1 2JS

The Snoop!

Game Boy gossip at its best!

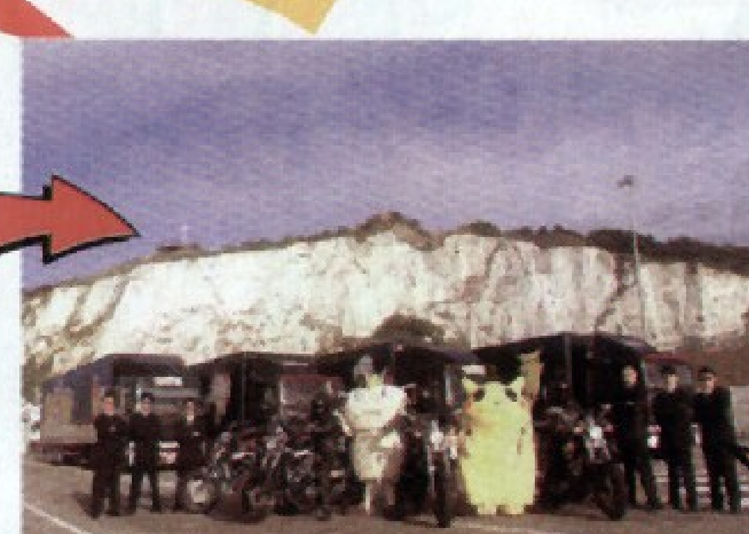
Pokémon Launches with a Bang!

The launch of the Pokémon games in the UK went off with a bang – and our reporter was there to witness the first games being brought into the country, along with Pikachu and Mewtwo themselves – oh, and their bodyguards of course. Here's what happened…





The Pokémon lorries arrive at Dover on a massive container ship!



Pikachu and Mewtwo – the stars of the show pose with their bodyguards.



With all the photos taken, they head on towards London.



Would you buy a game from these dodgy geezers?



The country will never be the same again – Pokémon has arrived!



An everyday sight in our beloved capital!

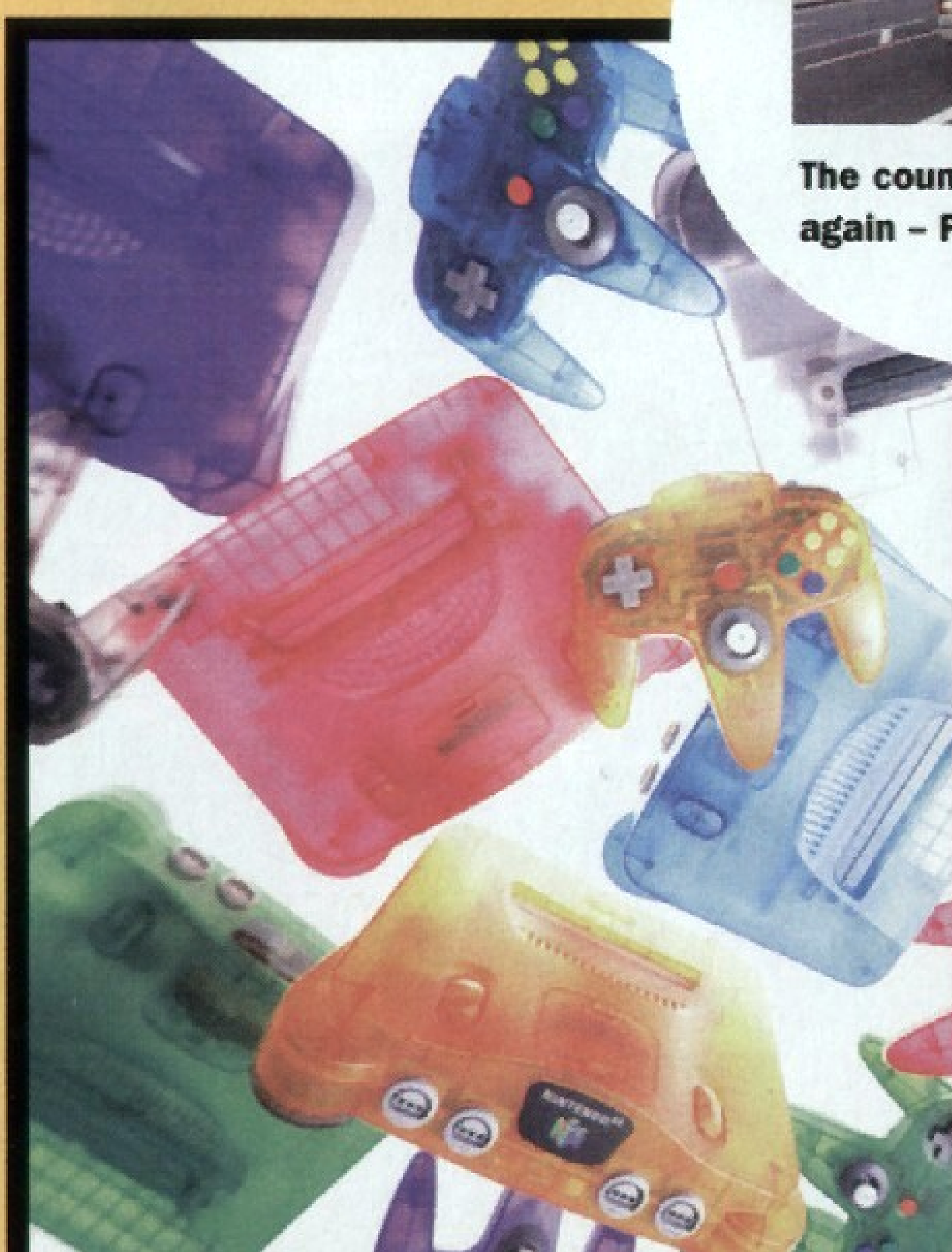


Total Game Boy Color Charts!





1. Pokémon Red – Nintendo
2. Pokémon Blue – Nintendo
3. Game Boy Gallery – Nintendo
4. Star Wars – Nintendo
5. Mario & Yoshi – Nintendo
6. Wave Race – Nintendo
7. Donkey Kong Land – Nintendo
8. Tetris DX – Nintendo
9. Tennis – Nintendo
10. Oddworld Adventure – Nintendo



N64 Copies Game Boy Color!

Our very own Game Boy Color has been setting trends again. We have enjoyed a multitude of different coloured consoles for ages now – and many of us have customised our Game Boys to suit our tastes! Now the Nintendo 64 is copying by coming out in a collection of candy coloured shades!

These new Nintendos are going to be in the shops for Christmas, but sadly it could already be too late for Nintendo to revitalise flagging sales. The Game Boy Color could soon be Nintendo's flagship console – it's still going strong after many years at the top!

A Handful of Lara!

Lara Croft, the amply 'weaponed' adventurer will be coming to the Game Boy Color! Core Design, developers of the best-selling *Tomb Raider* series have created a brand new adventure for Nintendo's premier format. The new game should arrive in March of 2000 and is the first of a potential series on Game Boy Color.

Apparently *Tomb Raider GBC* features both of the traditional elements that made the title a success. Lara herself will three times the size of a standard Game Boy character with her 'moves and appearance displayed in more detail than any other character previously seen on the format'. All 2,500 animations are also being translated from 32-bit to 8-bit, as to how much room this will leave for the actual game on a Game Boy cartridge is anyone's guess.

We at Total Game Boy Color suspect that as long as Lara's 'crawling' manoeuvre is faithfully reproduced the fans will be sated!

SEE ME IN COLOUR AND IN YOUR HANDS SOON! MMMMM!

Meet the Gang!



NICK ROBERTS

About: Big, bad – he coughs like his dad!
Most favourite game: Mickey's Racing Adv
Least favourite game: Ronaldo
Quote: "Christmas? Bah, humbug!"



SIMON PHILLIPS

About: Simon once visited Exeter.
Most favourite game: R-Type DX
Least favourite game: GTA
Quote: "There are no weapons in this Worms!"



STUART TAYLOR

About: Finally broken free from his internet cage
Most favourite game: Bust-A-Move 4
Least favourite game: Space Invaders
Quote: "...and a partridge in a pear tree!"



ROY KIMBER

About: Now a big wig in PlayStation games!
Most favourite game: Earthworm Jim
Least favourite game: Ronaldo
Quote: "I on a journey to another planet!"



BEN LAWRENCE

About: Has scary tattoos on his arms!
Most favourite game: Beauty & The Beast
Least favourite game: Tom & Jerry
Quote: "They've turned Jerry into a zombie!"



LOU WELLS

About: A break from the norm – Lou's a lady! (Or so they say...)
Most favourite game: Mr Nutz
Least favourite game: Proofing
Quote: "Where are my pages?!!"



MARK HATTERSLEY

About: He's the new boy on the block!
Most favourite game: Rugrats: TT
Least favourite game: GTA
Quote: "I don't think it's grim up north!"



MARK WYNNE

About: Found playing with paint pots!
Most favourite game: Mario Golf
Least favourite game: Evel Knievel
Quote: "Could I borrow your Edge mag?"

The X Factor!



Crawfish have announced a game based on the supremely fashionable comic book heroes *The X-Men*. The game is due out in mid-2000, which should neatly coincide with the June 2000 debut of the mega-budget X-Men movie. Directed by Bryan (*The Usual Suspects*) Singer, with a script by Singer and his co-writer on *The Usual Suspects*, the 20th Century Fox movie stars a host of mega-babes (Halle Berry, Rebecca Romijn-Stamos, and Anna Paquin), not to mention Patrick Stewart (*Star Trek: The Next Generation*), Ray Park (Darth Maul in *Phantom Menace*) and Ian McKellan.

The Crawfish game will be exclusively for Game Boy Color, but it's to expected that a host of other X-Men games are on the way from other developers. Crawfish's angle is a 2-D beat-'em-up with ten characters, five X-Men and five evil mutants. Naturally, each character will have an appropriate special attack – such as Wolverine's whirling claw attack. It's a neat idea, which Capcom have already exploited using their *Street Fighter* engine, so Crawfish will have a lot to live up to!



A Mysterious Man!

Take 2 Interactive, publishers of games such as *Grand Theft Auto*, have acquired the exclusive worldwide rights to produce videogames based on the Austin Powers movies! This means that in the not too distant future the shagadelic one will be grooving onto your Game Boy Color!

Austin Powers International Man of Mystery and its sequel *The Spy Who Shagged Me* have enjoyed phenomenal success in the box office and video/DVD sales. Total revenue worldwide generated from the franchise exceeds half a billion dollars, more than even Dr Evil would think of asking for!

Take 2 and Rockstar Games are thrilled at the opportunity to bring something as cool as Austin Powers to the gaming world.

Pokémon Destroys 1 Million Mark

PIKACHU?! HE'S DOG MEAT WHEN I CATCH 'IM!

In America *Pokémon Yellow 'Special Pikachu Edition'* has broken all previous Nintendo records and has sold more than a million units since it's release on 18 October. The previous record holder was *Legend of Zelda: Ocarina of Time*.

Another hot seller is the limited edition Pokémon Game Boy Color, which has been available since 25 October. More than 80,000 have been sold!

Amazingly, the top five chart positions over in the US are currently taken by nothing but Pokémon games!

1. POKÉMON YELLOW (GBC)
2. POKÉMON PINBALL (GBC)
3. POKÉMON RED (GB)
4. POKÉMON BLUE (GB)
5. POKÉMON SNAP (N64)





If this was not enough, there are more Pokémon titles on the way and of course the Pokémon movie, for which demand was so high that Warner Brothers have pushed forward the release date.

The combination of videogames, trading cards and toys and of course the upcoming movie – which incidentally Burger King are doing a tie-in for – means that the Pokémon madness is far from over.

WIN! WIN! WIN!

CHRISTMAS COMPO-TASTIC!

To celebrate the season of fat bellies and sit-com reruns on TV we've put together a bunch of cool compos for you to enter!

Pokémon Novels

The nice people at Sybex have something to celebrate! They've just published a novel based on the excellent Pokémon games, and would like to share their joy with you by giving away ten... yes that's 10 copies of the Pokémon novel written by Jason R Rich. This quirky book tells the story of Ash as he battles to become a Pokémon master, while giving you tips and strategies for improving your own game at the same time.

Do you fancy winning one of these books? Well answer this simple question...

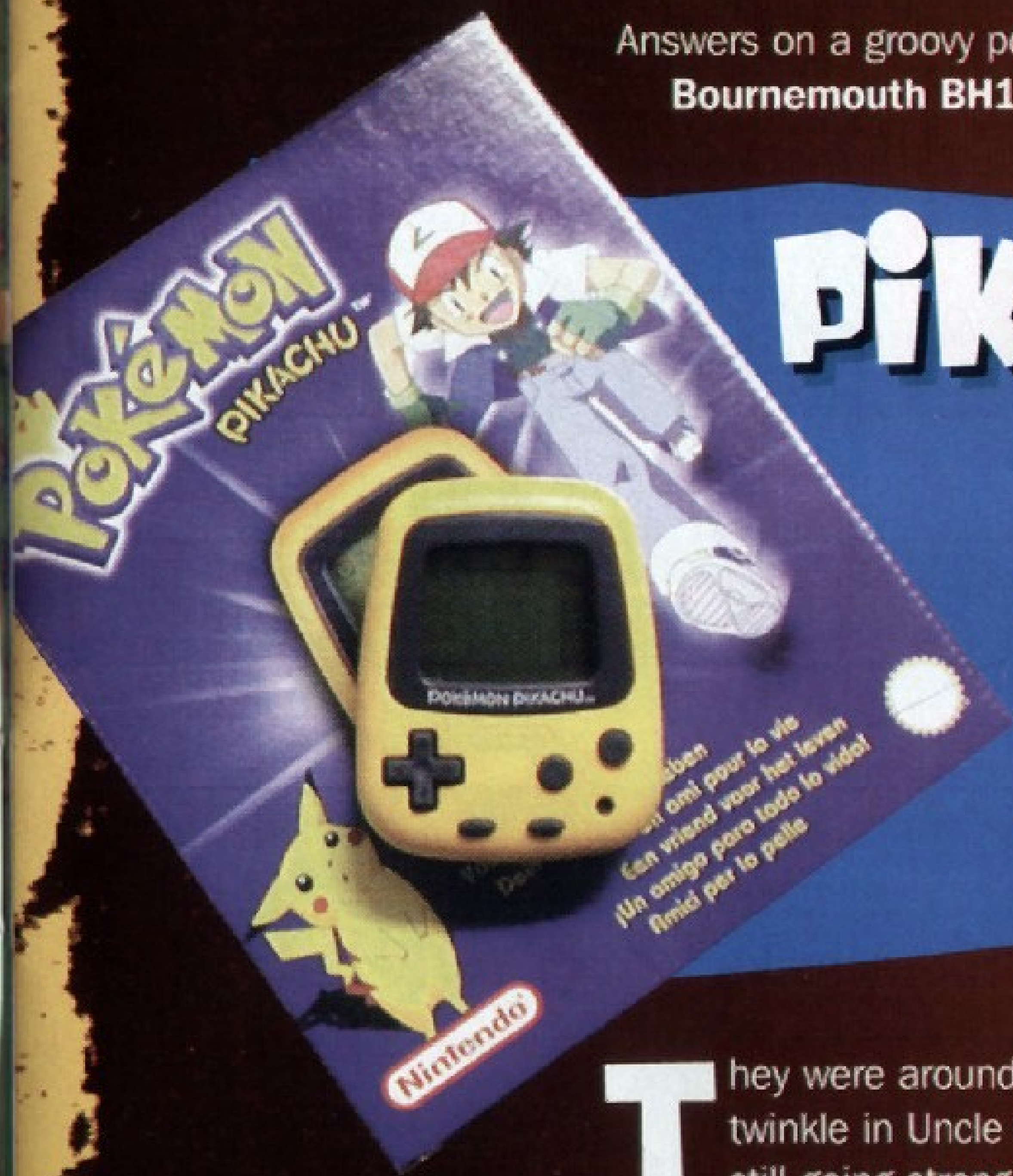




WHAT POKÉMON DOES PIKACHU BECOME WHEN HE EVOLVES?

Answers on a groovy postcard to this address... **Pokémon Novel Compo, Total Game Boy Color, Paragon House, St Peter's Road, Bournemouth BH1 2JS**. Please make sure your entry reaches us no later than 12 February – and the editor's decision is final, as ever!

PIKACHU IN YOUR POCKET!



How big are your pockets? Big enough to fit a Game Boy Color? Big enough to hide your unwanted cheese pie in? Or big enough to fit a cool new gadget from Nintendo that goes by the name of Pokémon Pikachu?! We brought you details of this little gizmo a couple of issues back, but Nintendo are now ready to release it into the shops for Christmas. It basically looks like a cut down Game Boy, only bright yellow with no labels on the buttons! Little Pikachu lives inside and you can interact with him Tamagotchi-style. He eats, he sleeps, he moans – all the things you would expect from the little monster.

You'll be able to pick up one of these Pokémon collectibles for £19.99, or if you fancy your luck then simply send in your name and address on a postcard labelled **'That's my Pokémon Pikachu'** and we'll send you ours!

DIGIMON

They were around before Pokémon were even a twinkle in Uncle Nintendo's eye – and they're still going strong today! The Digimon are a bunch of monsters that live inside little screens that you can keep on a keyring. You can train them up and play with them alone, or click two Digimon together and watch them fight it out!

From Bandai, these Gigimon can be found in the shops for £9.99, but we've got a bunch of them to give away to lucky Total Game Boy Color readers.

Send in a postcard with the answer to this question...



WHAT WERE THE 'MIGHTY MORPHIN' CHARACTERS CREATED BY BANDAI CALLED?

The address is... **Mighty Morphin' Compo, Total Game Boy Color, Paragon House, St Peter's Road, Bournemouth BH1 2JS**. Please make sure you entry reaches us no later than 12 February – and the editor's decision is final, once again!

PAR-RAPA-PUM-PUM!

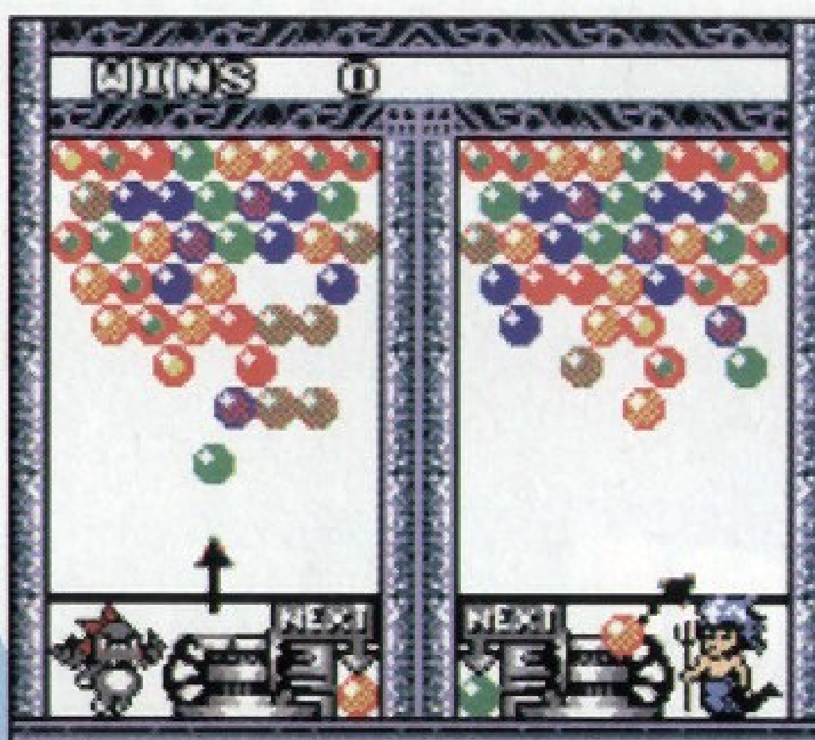
THE 12 GAMES

CHRISTMAS IS COMING, WHICH MEANS THAT THE ROSEY-CHEEKED FAT BLOKE HAS A SACK FULL OF GAME BOY DELIGHTS. THE QUESTION IS, WHICH ARE THE BEST ONES FOR ALL OF THOSE WHO HAVE BEEN GOOD THIS YEAR?

On The First Day Of Christmas My True Love Gave To me...

Bust-A-Move 4

Take a trip to the planet BubbleLuna, where the coloured bubbles have been stolen, and it's up to you to return the grey-toned planet to its multi-coloured glory. Okay, forget the storyline. Basically, *Bust-A-Move 4*'s an excellent puzzle game that will give your mince pies a severe working over.



On The Second Day Of Christmas My True Love Gave To me...



BRING US A FIGGY PUDDING!

Oddworld Adventures ii

Meet Abe. A hideously ugly, but at the same time surprisingly endearing chap with a severe wind problem. Yes, *Oddworld Adventures II* is yet another top notch Game Boy puzzler, but this one has bags of character… one who farts a lot! Too much turkey we reckon.

On The Third Day Of Christmas My True Love Gave To me...



Mickey's Racing Adventure

There are two good reasons to buy this game. One: it's Disney-related and two: it's been created by Rare. Coming from the same school as the sublime *Conker's Pocket Tales*, *Mickey's Racing Adventure* looks like one of the best Game Boy Color titles yet. Racing, adventuring and Disney, ah, the perfect Christmas gift!

On The Fourth Day Of Christmas My True Love Gave To me...



Game & Watch Gallery 2

Perhaps this is one for the old-timers amongst us. Take a trip back to the early-Eighties courtesy of Nintendo's classic *Game & Watch* series. There are five games on this volume in both classic and modern versions: Parachute, Helmet, Chef, Vermin and Donkey Kong. Perfect fodder to get you through the Queen's speech!

On The Fifth Day Of Christmas My True Love Gave To me...

LAST CHRISTMAS.. I GAVE YOU MY HEART! THIS YEAR...

Tar(ah)zan

Ever fancied a spot of tree-surfing? After seeing Disney's Tarzan umpteen times, we certainly were! However, since we broke various parts of our bodies far too often, we decided to plump for the excellent Game Boy Color version of *Tarzan* instead. Far safer, and to be honest, far more fun.



On The Sixth Day Of Christmas My True Love Gave To me...

Mario Golf

Fore! You better duck, because Mario and his crazy mates are hitting the green, and you can be sure that this is going to be unlike any other golf game you've seen. Someone once said that golf was a good walk spoiled, but why walk when you can sit in your favourite armchair and play a round of golf at the same time? A Boxing Day delight and no mistake.



On The Seventh Day Of Christmas My True Love Gave To me...

Tetris DX

The chances are that most of you would have picked up a copy of Tetris with your Game Boy. However, there may well be some of you out there who have yet to sample the delights of this Russian delicacy. Do yourself a favour and pick up the new *Tetris DX* – it's essentially the same brain-blistering classic, but in colour and with knobs on.





JINGLE ALL THE WAY!

OF CHRISTMAS!

LITTLE DONKEY

On The Eighth Day Of Christmas My True Love Gave To Me...

Super Mario Bros DX

Nintendo's loveable red-capped mascot had some of his finest adventures on the NES during the late-Eighties in *Super Mario Bros*. Now Nintendo has dusted down its classic, added a few new features, and unleashed it upon an unsuspecting Game Boy Color audience.





On The Ninth Day Of Christmas My True Love Gave To Me...

R-Type DX

Blast off to the treacherous Bydo system. The terrain is rough and the natives are anything but friendly. Call us xenophobic if you will, but we enjoy nothing more than blasting the merry plop out of a horde of gruesome aliens. Big explosions, big power-ups and big monsters... hmm, cool!



On The Tenth Day Of Christmas My True Love Gave To Me...

Harvest Moon

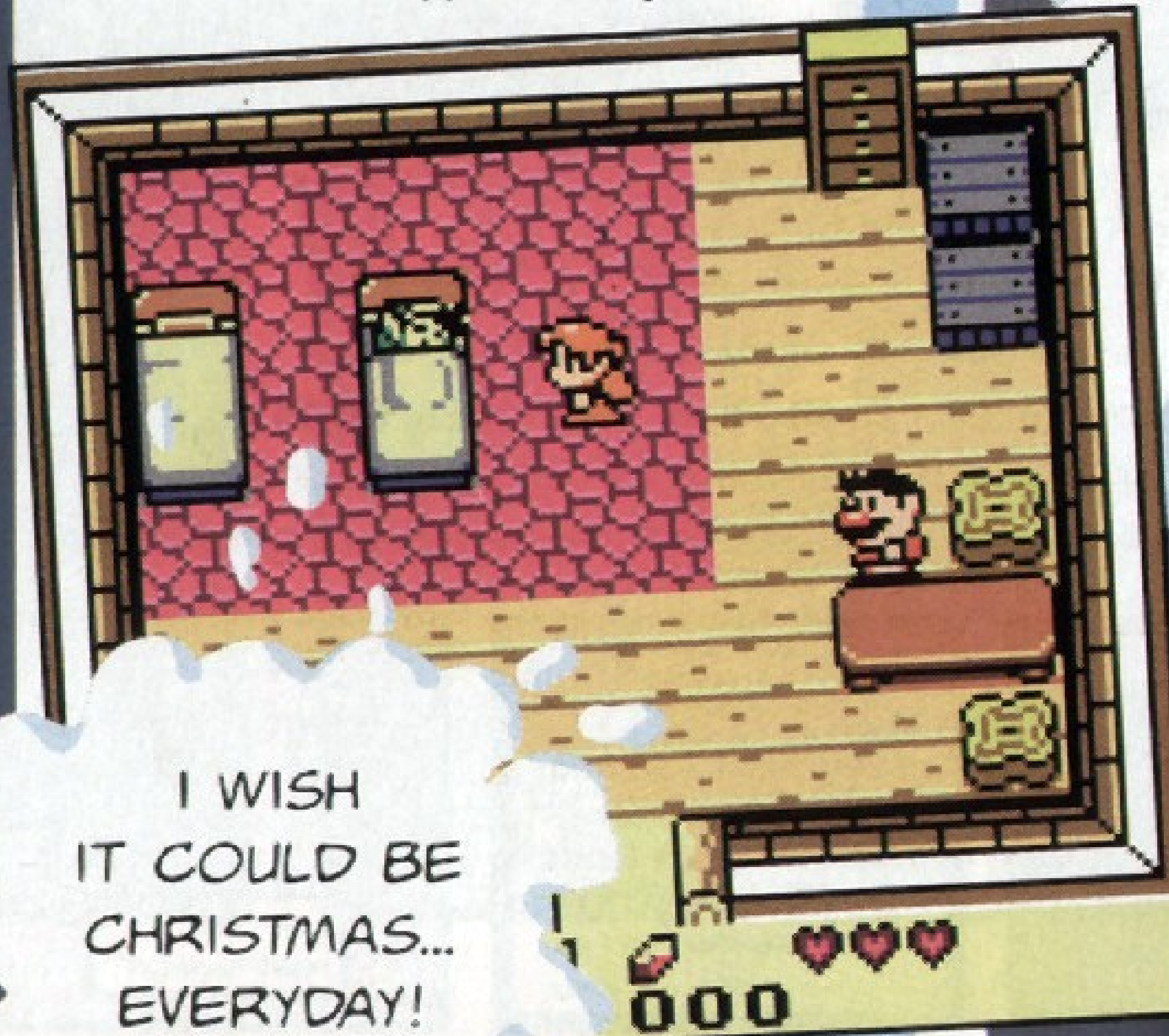
Chances are that after Christmas Day, the last thing you'll want to think about is food. However, *Harvest Moon* might persuaded you to rethink. As boring as a farming simulator sounds, we reckon that once you get into this clever RPG title, you'll never look back.



On The Eleventh Day Of Christmas My True Love Gave To Me...

Zelda: Link's Awakening DX

The pointy-eared elf Link has won millions of followers in his countless appearances in some of Nintendo's greatest ever games. *Link's Awakening DX* is an essential purchase if you've never played a Zelda game, and its mix of puzzles and battles will keep you occupied until the new titles in the series appear next year.



I WISH IT COULD BE CHRISTMAS... EVERYDAY!

On The Twelfth Day Of Christmas My True Love Gave To Me...



Pokémon Red and Blue

You may have heard of Pokémon... apparently it's become quite popular. Well, if you've got a Game Boy and haven't got this title... are you mad? Collect all 150 monsters in this astounding RPG that mixes the best elements from the likes of *Link's Awakening* whilst adding a whole new twist. *Pokémon Red and Blue* are just the things to ask Santa to stuff in your stocking.

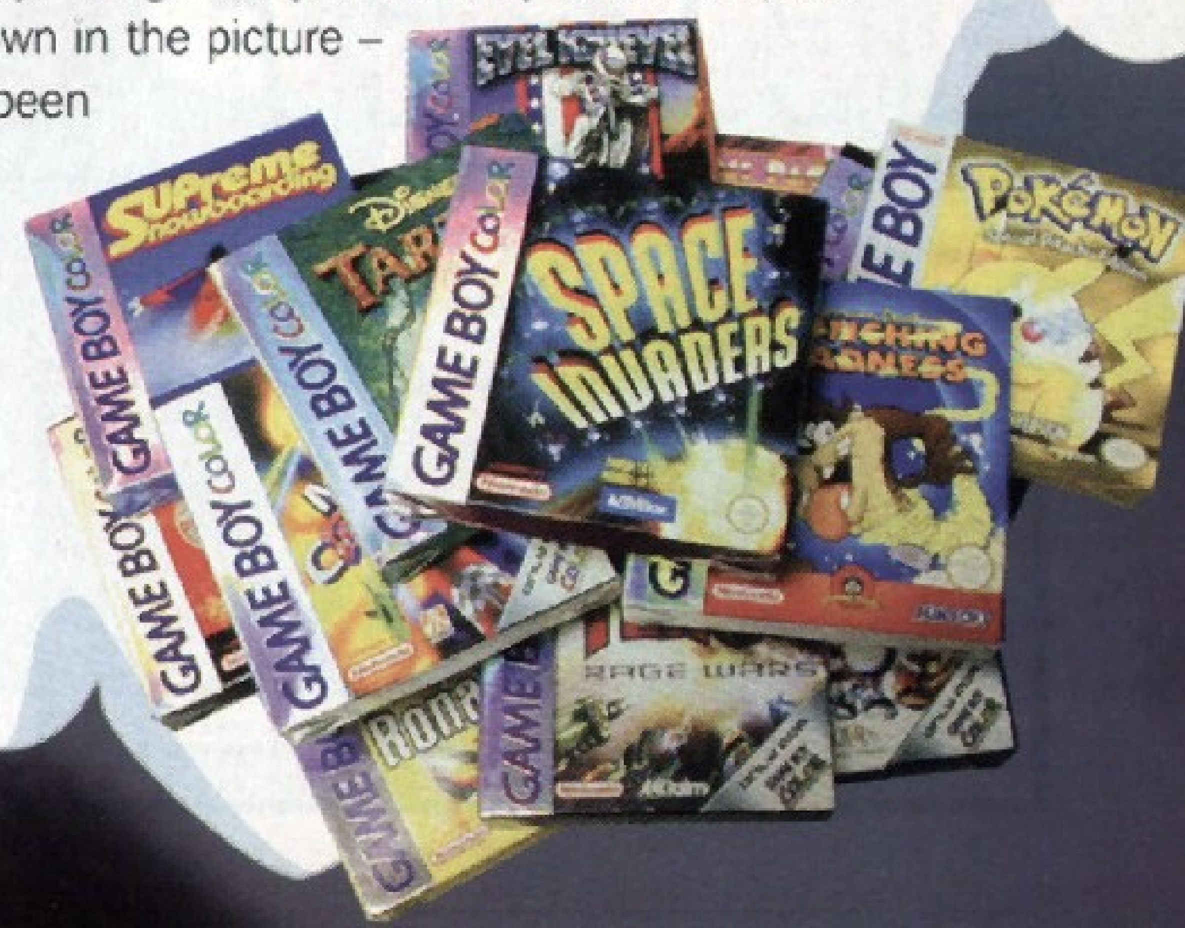
Now win a big pile of Game Boy Color games!

Forget asking for a partridge in a pear tree for Christmas – how about a big pile of Game Boy games? To celebrate the season of good will and piling your plate high we're giving away the biggest pile of Game Boy goodness you have ever seen!

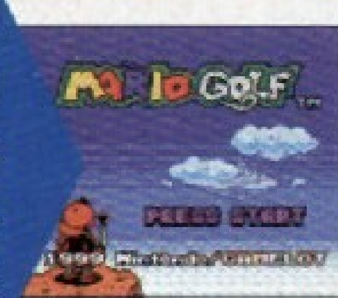
WHAT DO I HAVE TO DO?

To stand a chance of winning this mega-bucket of games you have to put your thinking caps on. Send in a photograph of you and your Game Boy Color going on an adventure. Dress 'im up, customise 'im, think of something wacky – then photograph yourself and your beloved handheld console in the act and send it in. The best ones will be published in the new year, and our panel of judges will choose the most deserving and award the pile of games – what a great way to start the new year!

Send your entries in to... **Bucket O' Games Compo, Total Game Boy Color, Paragon House, St Peter's Road, Bournemouth BH1 2JS**. Make sure your entry reaches us no later than 17 February, and the editor's decision is always final. By the way, the games you win may not correspond to those shown in the picture – you have been warned!



NINFO!



How much?	£29.99
From who?	Nintendo
Whenz it out?	Out now!
Kind of Game?	Sports



QUICK TIP!

Don't depend on using the default club. Your computer caddie merely recommends a club based on land lie and distance, but doesn't take into account wind direction, hazards and your own ambition!

Mario Golf

The grass is always greener on Mario's side...







"There's a clutch of mini-golfing games tucked behind the clubhouse!"

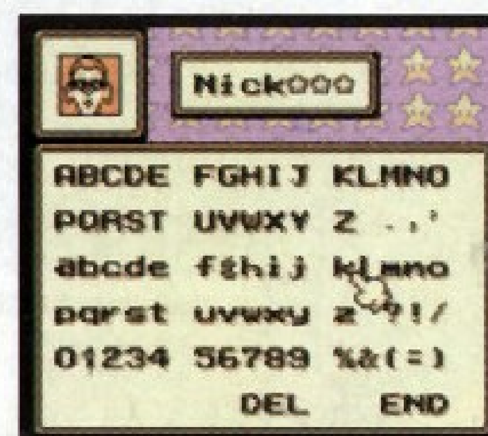
SELECT A SWINGER!

The great thing about all Nintendo adventure-style games is that you can create your own character to play through the game with. All the data is saved to the cartridge, so the next time you play you can continue your game! *Mario Golf* asks you for a name, asks whether you're a boy or girl, and whether you're left or right handed!











OLF



It's over nine years since Mario last graced the (monochromatic) greens of the original Game Boy classic, Golf, and in the interim the game has never been bettered. With its sublime combination of faultless presentation, immediate pick-up-and-play accessibility and extraordinary depth, Golf was one of the seminal clutch of early Game Boy releases, so we here at Total Game Boy Color were more than a little excited at the prospect of Mario's first Game Boy Color appearance, particularly when we heard that Camelot, the developers of the excellent *Mario Golf 64*, had been given the task of cramming their superb new 64 game into one, tiny 16 Megabit cartridge! Astonishingly, Camelot has achieved the impossible and returned Mario and his chums to the miniature fairway with real class and all the fun and excitement of its big brother.



Small is beautiful

The chief innovation of the 64 version was its superb adventure mode, which brilliantly presented golf as a quest more akin to Zelda than a regular sports game, and the Game Boy version faithfully adopts the same ploy. Choosing from either Mario, Luigi, or a custom built golfer, you start the game in the Marion Clubhouse, a cheerful complex of comfortable lounges where champions relax between matches, pundits mix with the players spouting advice, and a labyrinth of annexes lead to trophy and locker rooms. Everyone's got something to say, all of it useful, and as well as invitations to friendly matches from easy going champs, there's a clutch of mini-golfing



2nd Opinion!

It's-a-me... Nicko!

Well, I've had this glued into my Game Boy for five days now, and it's proved the most furiously addictive game I've played since *Zelda DX*! The attention to detail and abundance of neat touches really impress, and the sheer depth is unbelievable. I've never been too partial to the sport, but played the odd videogame version and enjoyed some mildly diverting fun, but this had me hooked in minutes, desperately trying to improve my stroke and pull off flash shots. And whilst I loved the adventure mode, it was the silly little games – like playing hole-in-one's at Windy Hole and unlocking secret mini-courses later in to the game – that impressed me most. This really is 100% fun, perfectly suited to the Game Boy. My only quibble is that there's no two-player game available apart from the link-up mode. This is perfectly suited to long matches swapping between two players, and it seems terribly mean of Nintendo not to provide such an option, but then again, the CPU opponents are really good.

Nick

FORE!



GOT A BIRDIE!

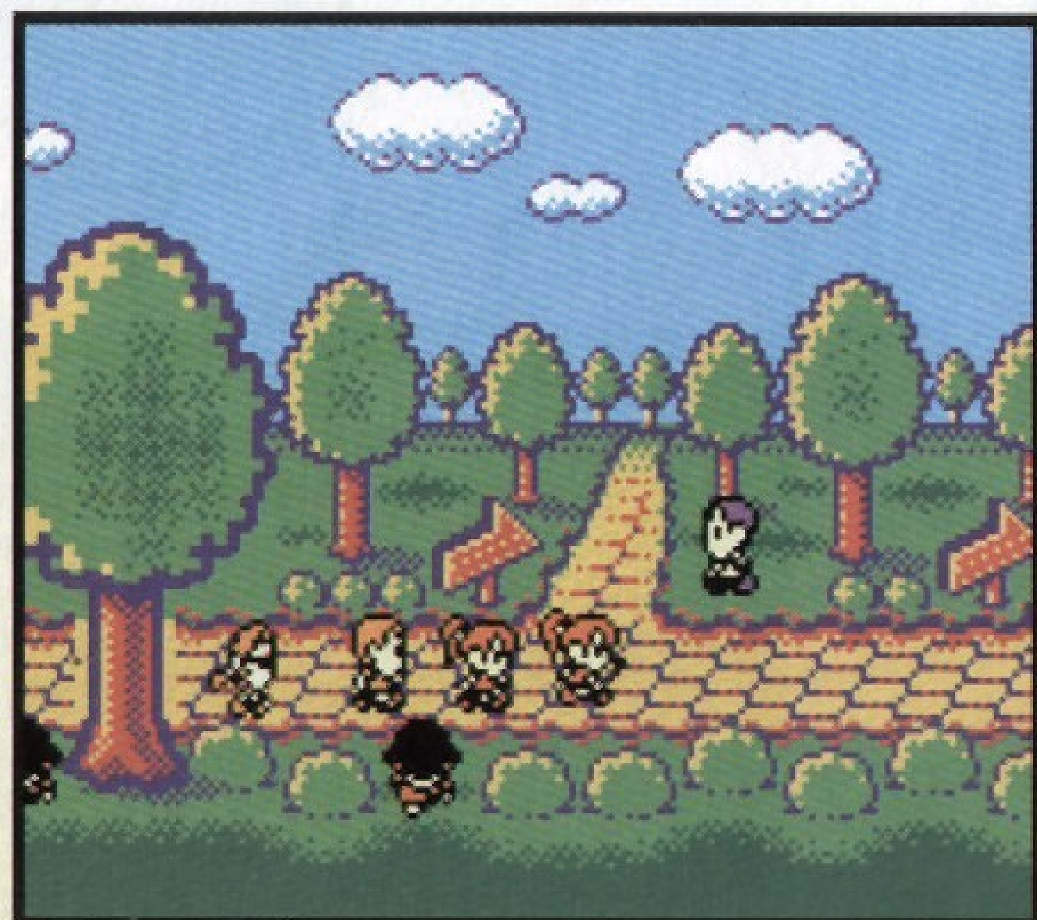
Your approach shot was a failure, and you're left having to waste a vital shot chipping on to the putting green. The ball lie's good though, and at just twenty-two yards, there's even a chance you'll get this one in!



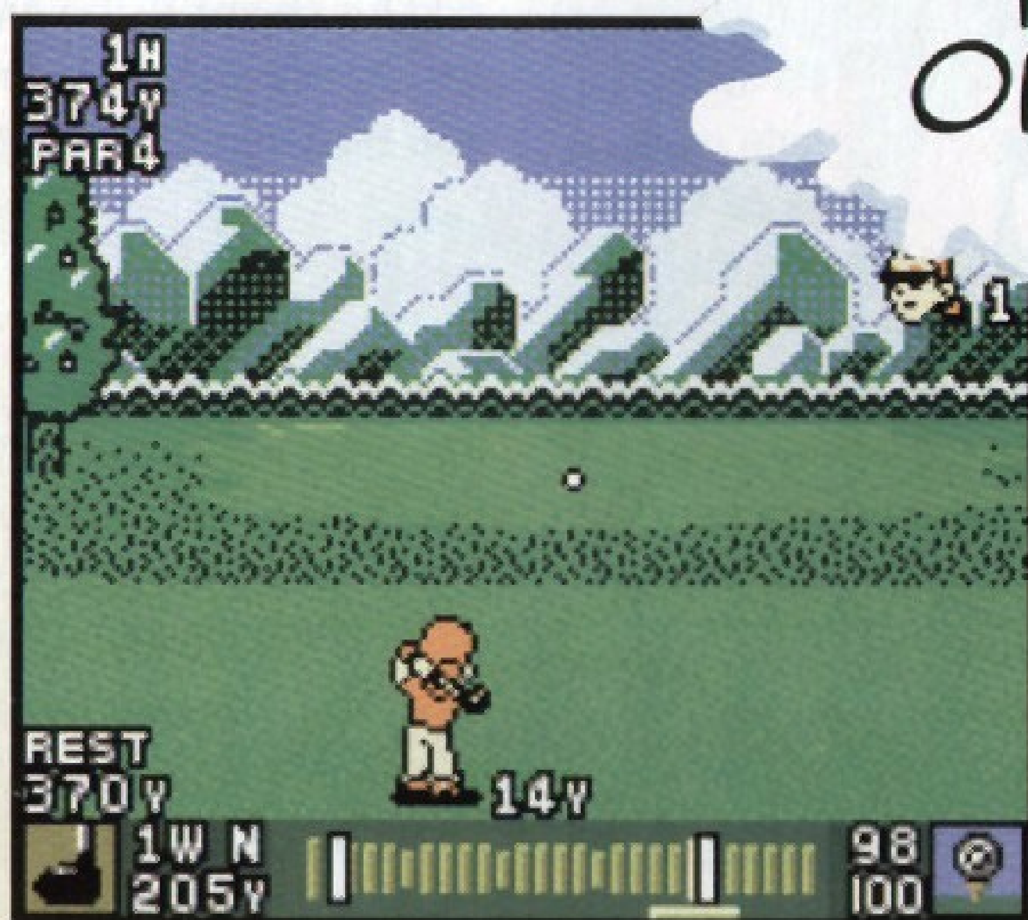




HOLE IN ONE!



Each tournament that you enter has a selection of paths, from playing a match to practising your drive, approach or putting shots. Practice makes perfect!



The graphics are highly detailed and packed with character. Each golfing bod has their own distinctive charm and even their own jigs for good shots.



When each shot is played, a little picture pops up to show you the ball lie, so you can judge the club you'll need for the next shot. Stay out of the sand!



Sand traps, gale force winds and horrifying landscapes make the later courses of this game real work. You'll soon find yourself struggling to keep par, let alone defeat any of the reigning champs, who'll pull off some incredible shots...

games tucked behind the clubhouse where you can practice your skills and pick up more tips from assorted club patrons. The first priority for serious golfers, however, is to locate the Caddie Master who'll invite you to play in the Marion Club Tournament. Only by placing high in this 18-hole match will you win the experience points and status to take part in the next three courses (Palm, Dune and Links) in the hope of coming face to face with the golfing master himself, Mario....

SEASONED PRO

On the green itself, presentation is crisp and gameplay is sublime. There are no fiddly menus to confuse your shot selection, and all the relevant info (wind direction, ball lie, distance to pin, par) is easily digested. Hitting the ball is simple enough: hit the A button once to start your swing, once again at the top of the bar to determine power then once more at the bottom to determine accuracy.

Whilst the interface is easy to learn, the degree of sophistication and skill attainable is what gives *Mario Golf* its extraordinary playability and longevity. There's a huge variety of skills and tricks to master to make every hole you play a real thrill, and mastering shot selection and the fine nuances of the sport is essential if you're to battle your way to the top of your profession. Even golf newbies will soon be immersed in the once impenetrable language of bogies and albatrosses, and gleefully scrolling through their score cards to plot their successes.

PERFECTLY JUDGED STROKE

The adventure structure of *Mario Golf* bolsters an already faultless game. With each victory rewarding you with experience points and stars which can be allotted to enhance your golfer's profile, as well as the lure of playing more vexing courses, this is a sports sim like no other. The urge to play one more round or take on another club champion is irresistible, and like all the very best games, the key to this games success lies in it's apparent simplicity which belies extraordinary depth and sophistication of play. Book a long train journey somewhere just so you can sit and play this for hours on end, and then buy some new batteries and journey back. It doesn't matter whether or not you like golf. If you like great videogames, you'll love this.

MARK W

WHO FIRST?

There are so many options initially, it can be a little bewildering, but whilst you might be tempted to get to grips with the sport via the Practice option, we recommend that you plunge straight into the adventure mode. Why? Well, practising by yourself on the holes in all well and good, but if you select a Club match against a reigning champ, you can watch how a real pro plays each hazard, and you'll pick up invaluable tips which you can learn and modify at will. Since there's oodles of career opportunities to increase your experience and develop your golfer's profile, it makes every hole you play invaluable. And don't forget, each course has three practice ranges, where pros will demonstrate increasingly sophisticated shots and invite you to try yourself. Not only will you be rewarded with Experience pints if you pull off each shot, you'll also be much better equipped for those palm sweating matches. Believe us, the shots you'll come to master will astound you, and, more importantly, your opponent if you play a link-up game with a friend!



AT THE 19TH HOLE!

TOTAL GAME BOY COLOR — TEST YOUR STRENGTH

Hum Dinger!

GRAPHICS! Clean and easy! ★★★★

SOUND! Functional FX and optional ditties ★★★

PLAYABILITY! Nintendo fine-tuned perfection ★★★★★

LASTABILITY! it'll run, and run, and run... ★★★★★

He-man! · BUTCH! · Weakling! · Wimp!

OVERALL! 97%

GOLFING PERFECTION YOU LL NEVER LEAVE AT HOME!

Reviewed by Simon

NINFO!

How much?	£24.99
From who?	Infogrames
Whenz it out?	Out now
Kind of Game?	Strategy

COLOR? YES!

QUICK TIP!
There are many subtle ways of destroying your opponent's worms. However, all of these are lost on the Game Boy Color. We recommend that you get yourself an new!



Lacking the random level generator, you'll soon see all of the 54 levels and become weary of them.



Hurrah! In a moment of rashness, our worm hero chooses another weapon other than the bazooka.



The embarrassment of being in this game proved too much for this worm who has decided to end it all.

Worms arma

Is it the greatest multiplayer game ever?!

WHO YOU CALLING A WORM, PUNK?

team 17 nice & jui

They may be spineless but they are certainly popular! Having won the hearts of virtually every PC and console gamer it was only a matter of time before Team 17 set their sights on cramming the game onto a wafer thin mint-like cartridge for the Game Boy Color.

The premise of the game is simple: you select a team of invertebrates – whom you may name accordingly – who are charged with defeating either other worm-based teams who are



No matter where you put them, these worms just have to try to kill each other in as many amusing ways as possible – the whole world's a battlefield!



At least Team 17 included a snow level – shame they didn't include the gameplay, the fun, the weapons...



Having read all about the Trojan horse myth, this worm proffered his own variation and retreated to safety.



The worm jumping competition wasn't attracting anything like the numbers it had in previous years.

ageddon



The mating rituals of the worm is a highly secretive process. Here we see one losing his cherry...

controlled either by the games AI or human opponents. To achieve this you are given a variety of weapons from shotguns to exploding sheep – all of which add to the silliness and mirth of the game.

SLUE-EINE IT OUT!

Given the simplicity of the game, you might be forgiven for assuming that *Worms Armageddon* would make a highly successful journey to our portable friend. Early indications point to this being the case. Graphically, *Worms Armageddon* certainly looks the part, in fact you could be forgiven for being slightly impressed by it all – especially as coupled with the look of the game there seems to be a raft of options which seems to suggest that you will be playing a complete version of the game that we have come to know so well.

HARD SLUE!

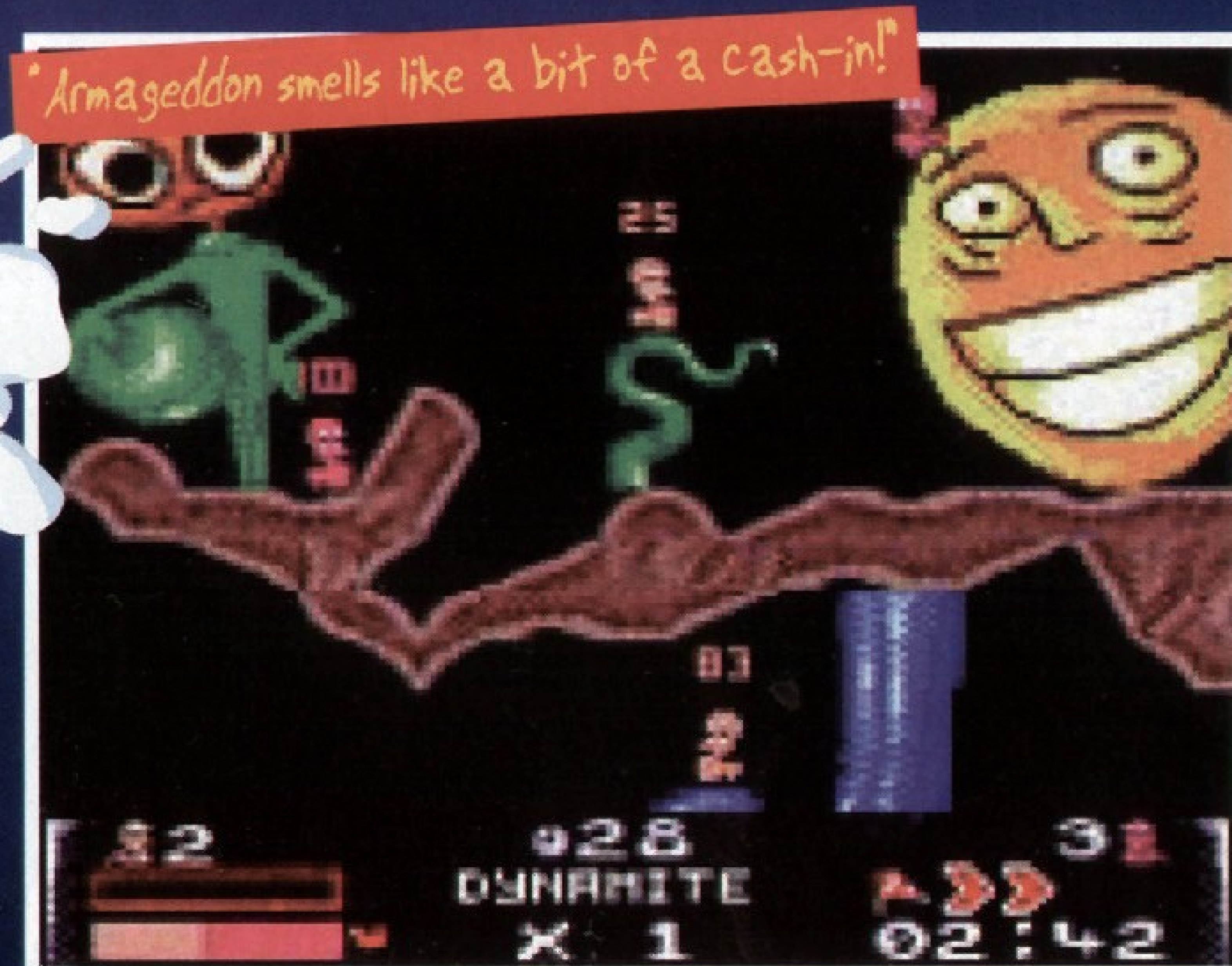
Unfortunately, this is not the case. You see, the thing about the entire *Worms* series of games is that it's looks disguise the complexity of the game itself, rather that there is more to the game than merely visuals. In short, the game is the sum of its many parts and by removing, say the sound, the voices, many of the weapons, and even (would you believe it) explosions you are left with a somewhat shallow version of a great game. Moreover, the control system – which has been ported over with varying degrees of success onto other consoles – feels anything but intuitive.

WAVE ON – IT'S A WORM!

If you have played any other version of *Worms* then you would be advised to steer well clear of this version as disappointment will abound, everything that has made the game popular seems to have been stripped away from the portable version to ensure that *Worms Armageddon* looks the part but plays like a dog. Admittedly, the two-player game that can be enjoyed without the link-up cable is a good feature, but surely the enjoyment of Worms is the ability to watch your opponents faces as you blast their last worm into oblivion with a seemingly gravity defying well-placed shot. All of the fun of the multiplayer game is lost in translation on the Game Boy Color and as a consequence the very reason for playing the game is lost also.



On any other format Worms (in any of its guises) comes highly recommended, however, *Worms Armageddon* smells like a bit of cash-in – there are better multiplayer games available for our portable, in fact there are much, much better games for you to spend your money on.
Simon



Most of the levels are loosely based on recognisable objects. However, in this case we can only assume that this was based on the lower intestine!

2nd Opinion!

IS SMALL BEAUTIFUL?

Wormsmania kind of took over the world when the game was first released on the crumbly old Amiga computer, but I never really fell in love with it like everyone else. I can see that it could be fun with a few mates gathered around – for about five minutes, but everything gets far too repetitive and boring for my liking. Add to these frustrations the fact that this version is on the smallest screen in the world and doesn't have many weapons and you're not really on to a winner!
Nick

TOTAL GAME BOY COLOR Test your Strength!

GRAPHICS! It looks the part ★★★★☆

SOUND! Unmemorable. Painful ★★☆☆☆

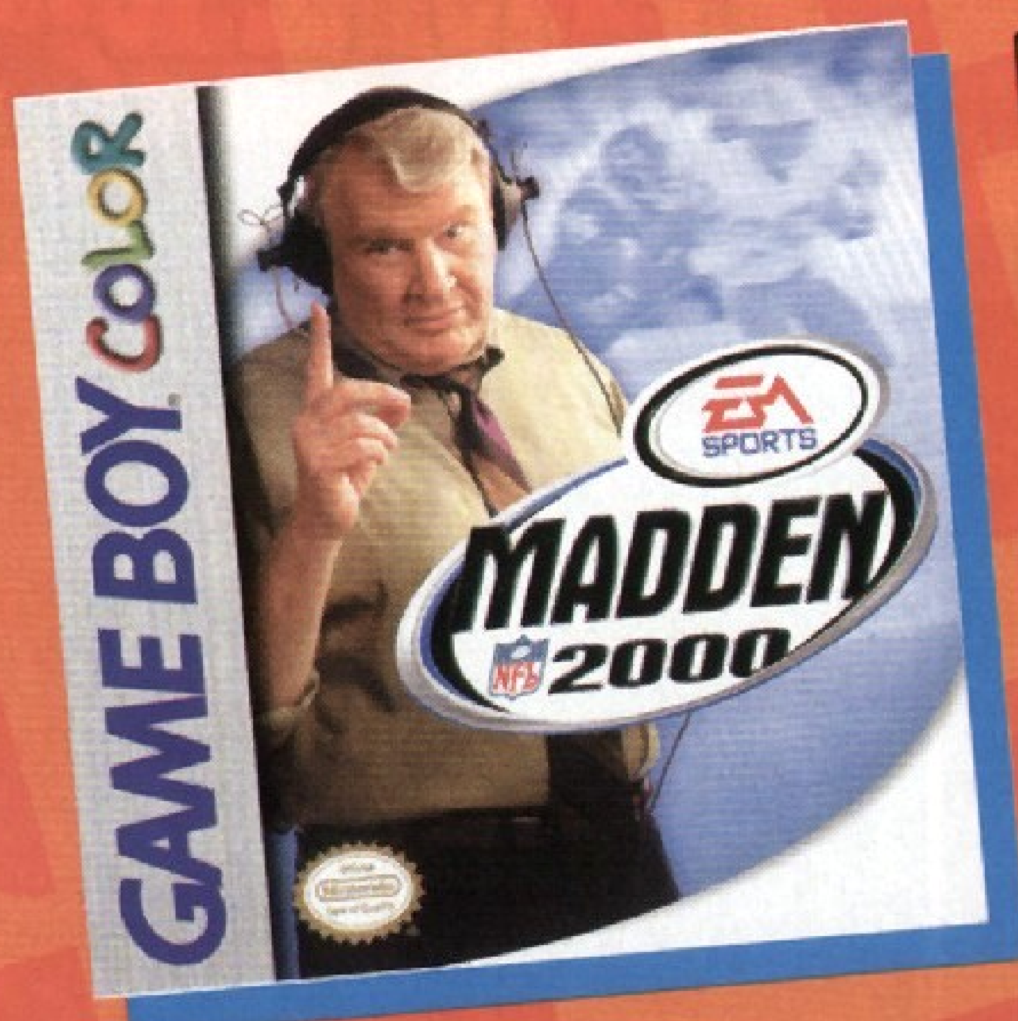
PLAYABILITY! Flawed control system ★★☆☆☆

LASTABILITY! Don't make me laugh ★★☆☆☆

He-man! / Butch! / Weakling! / Wimp!

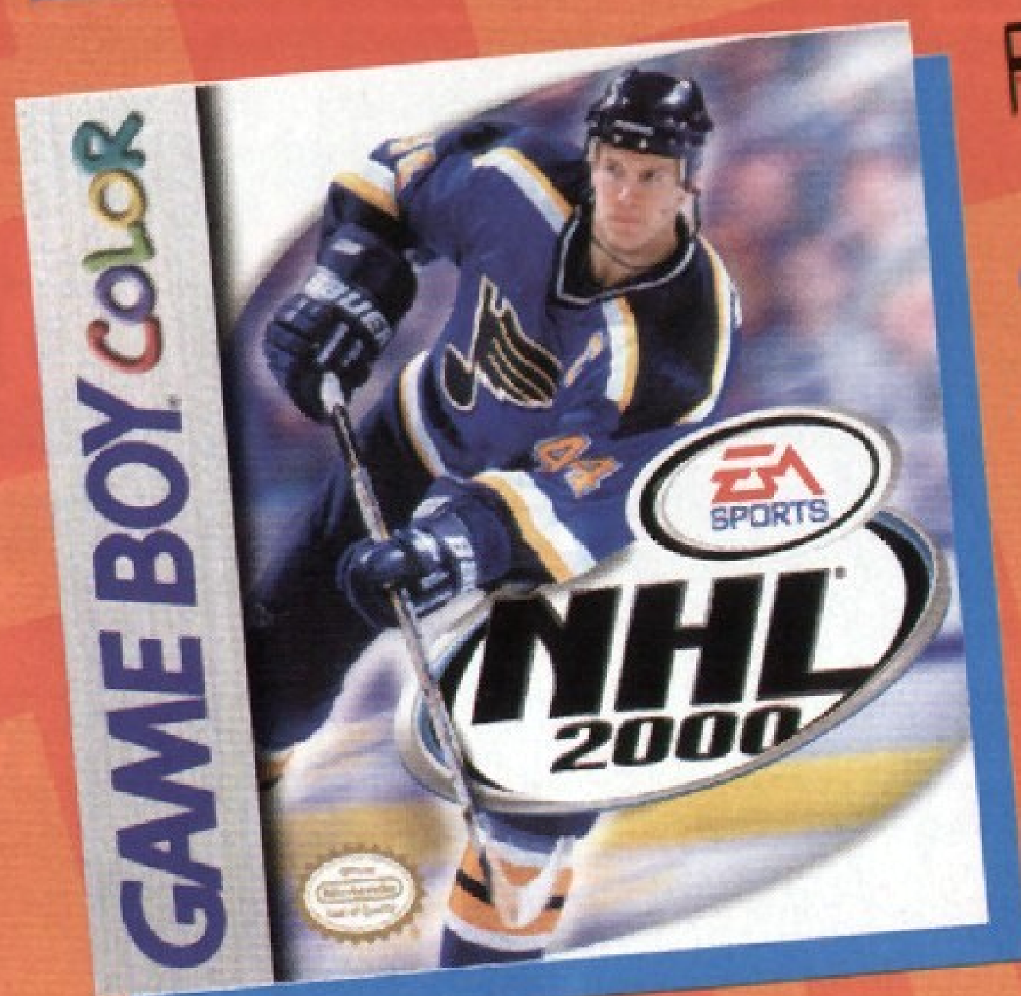
OVERALL! 48%

A GREAT SERIES BADLY REALISED



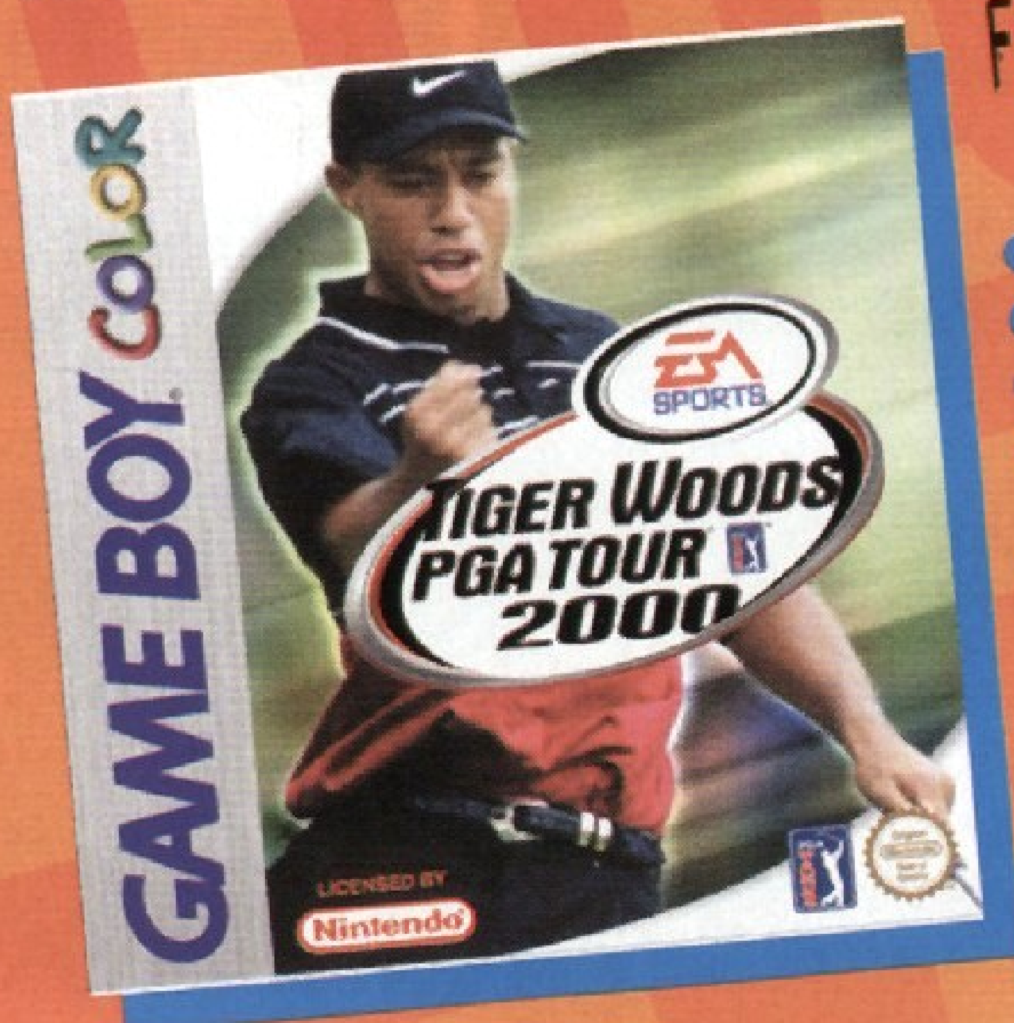
Featuring...

- Four play modes - Season, Playoffs, Exhibition and Tournament
- Complete statistics for all team players
- New mode allowing any player to be substituted into offensive and defensive formations
- Injuries - team members can be injured at any time



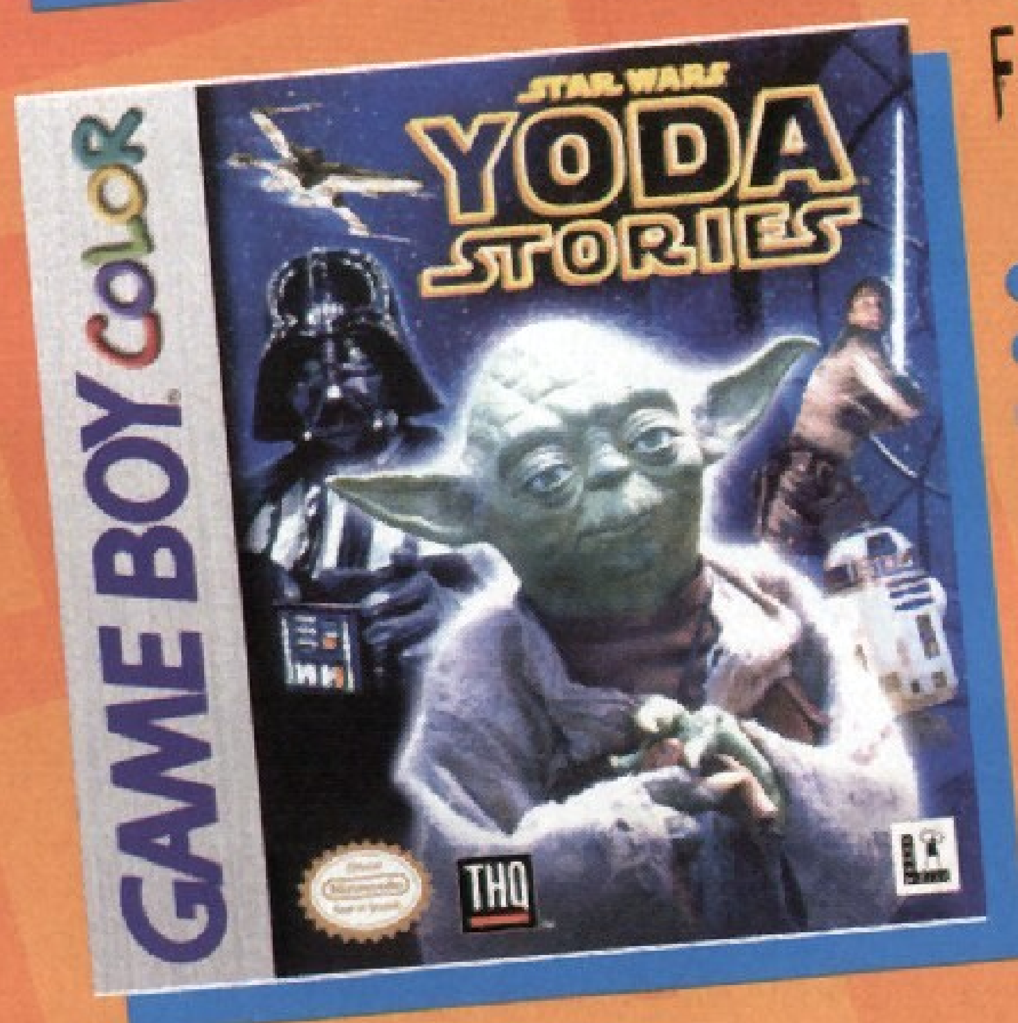
Featuring...

- Six game modes - Beginner, Exhibition, Season, Playoffs, Tournament and Shoot-out
- Over 45 NHL, International and All Star teams
- Tons of options - Line Changes, Goalie Control, Fighting, Icing, Two-line Pass violations and more!
- Complete player and team stats - edit the scoring lines before the game
- Offensive and defensive coaching strategies
- TV style replays



Featuring...

- Four modes of play - Stroke, Tournament, Skins and Shoot-out.
- Six Golf pros, including Tiger Woods, Craig Stadler and Davis Love 111
- Authentic courses - Try your luck on Hole 17 at Sawgrass
- Unique interface - view course conditions, change clubs, set the spin and aim your shot
- Realistic ball physics - Control the Hook, Slice, and Spin to adjust for the weather



Featuring...

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- Compatibility with Super Game Boy



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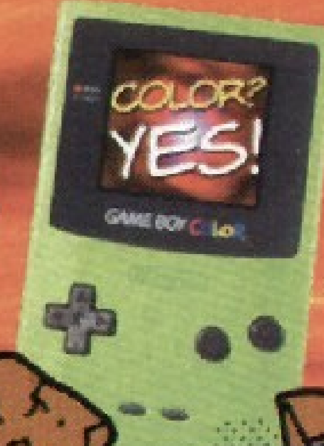


www.gclub.net



ninfo!

How much?	£29.99
From who?	THQ
Whenz it out?	UK-March
Kind of Game?	Platform



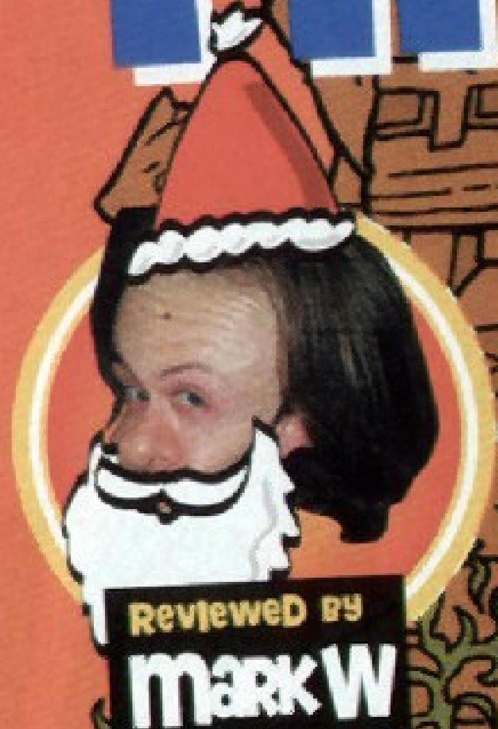
QUICK TIP!

Have your brain sucked out with a vacuum cleaner! That way the game may offer a real challenge. Seriously... sit back and enjoy the graphics. If you need tips – you need more help than we can offer!

RUGRATS: Time Travelers

Ages of fun with the babies!

USA import game!*



Reviewed by **Mark W**

"It's going under the guise of a platformer!"



It's a good job those toy soldiers don't attack you. They're well big!

Tommy, Chuckie and the gang are back for another big bash on the Game Boy. It may not have been long since their last outing but they're so popular that I'm sure you can handle another imagination-fuelled trip into the heads of a bunch of three year olds. This time round our little heroes have discovered a time machine (hence the title) and are heading through all the ages including prehistoric (complete with dinosaurs), ancient Egypt and even the Wild, Wild West (I couldn't find Will Smith though).



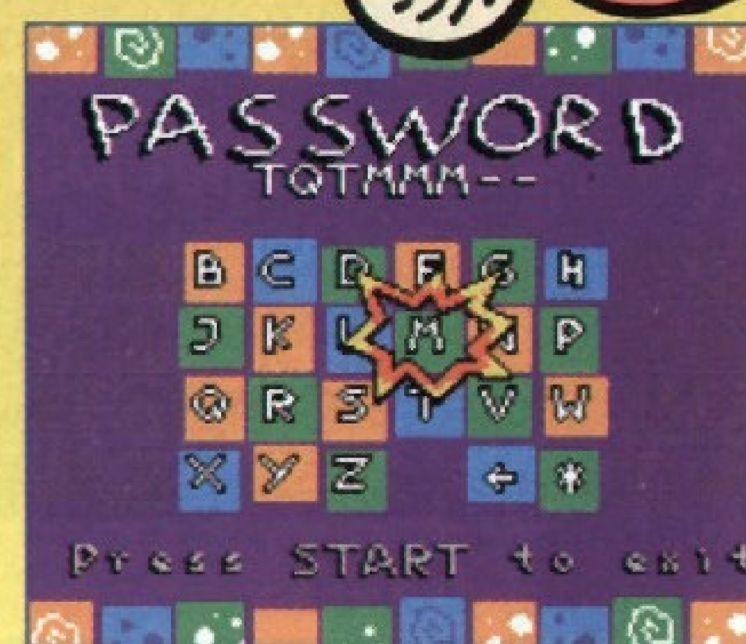
It's going under the guise of a platformer but the truth is that this is way more than your normal hop, skip and jumping game. *Time Travelers* includes a wide variety of interesting sub-games to keep things from becoming boring.











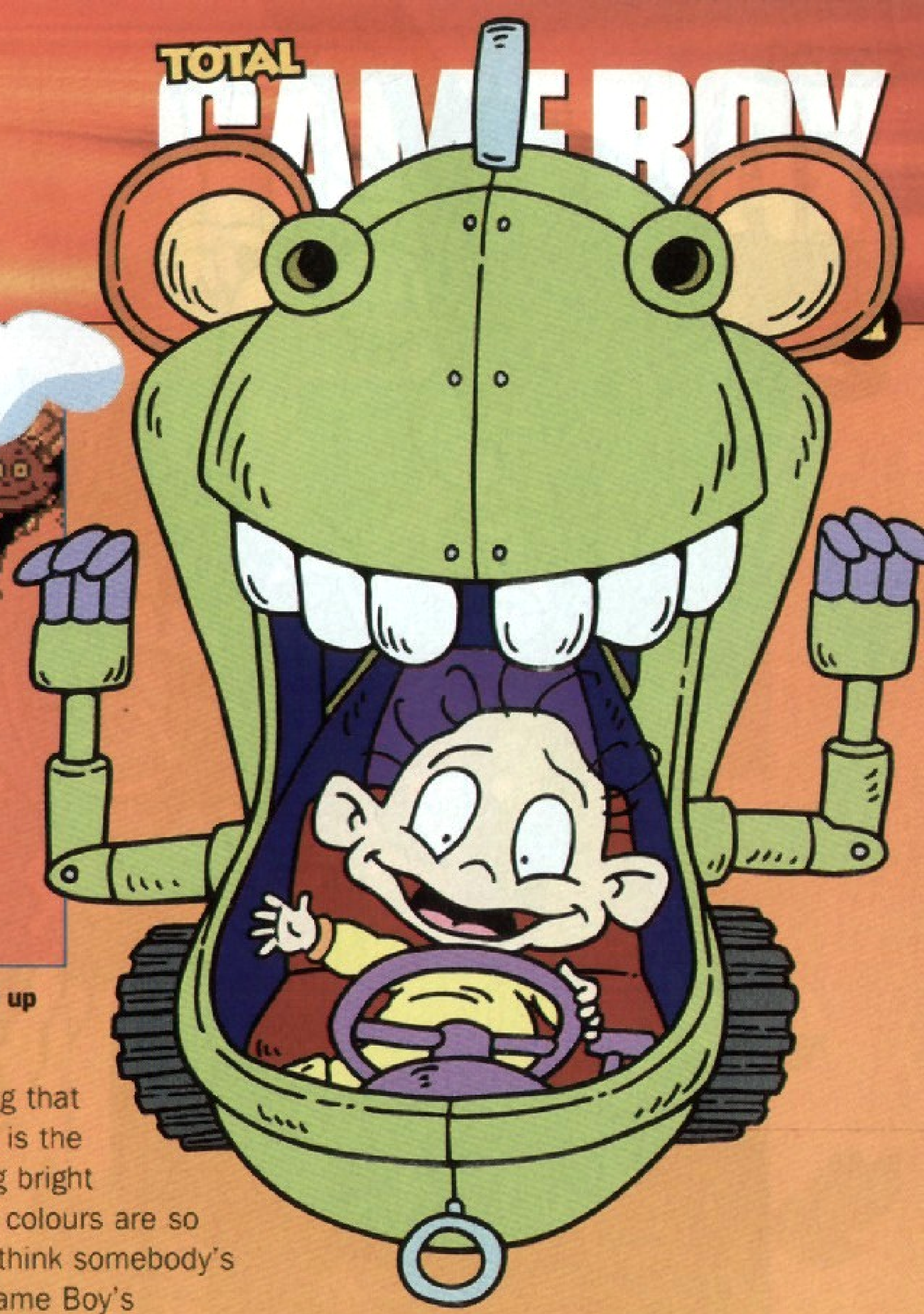
Even the password option is full of Rugrats charm.

*Out in March in the UK, so you can pick up a copy now at The Video Game Centre 01202 527314



Little Chucky isn't the bravest of kids at the best of times, but left alone in a old mine... he's a wreck!


This swirly thing is a vortex – once you've picked up enough items you can warp through it!





Fancy a sub?

Each level will typically see you trying to collect a set number of items before letting you play a mini-game. On the first level, for example, you get to play a toy-grabbing game where you control a mechanical arm and try to grab goodies as they roll by on a conveyer belt. Further levels will see you playing Rugrat racing and shooting games.

These little games set *Rugrats: Time Travelers* apart from your average run-of-the-mill platformer.

The other thing that makes it special is the graphics. The big bright Rugrats-inspired colours are so good that you'll think somebody's swapped your Game Boy's innards for a SNES. Every time you start a level you get the brightly coloured Rugrat start screen and 'taa-daa' sound... it's like watching the cartoon start!

In the game itself the Rugrats have never looked better. They're lovingly animated, well designed and animated and the levels enjoy some really colourful backgrounds. However, the real visual treats are the mini-games which look better than Cat Deeley in a catsuit. When you play the grabbing game you see a big close-up of Chuckie's face for example. His eyes even follow the grabber around the screen. It may sound like a small thing but it's this kind of attention to detail that creates the cartoon-like atmosphere of the game.

Rugrats' Rogues Gallery

Angelica
Everybody's favourite Angel and the big bully of Chuckie and Tommy!



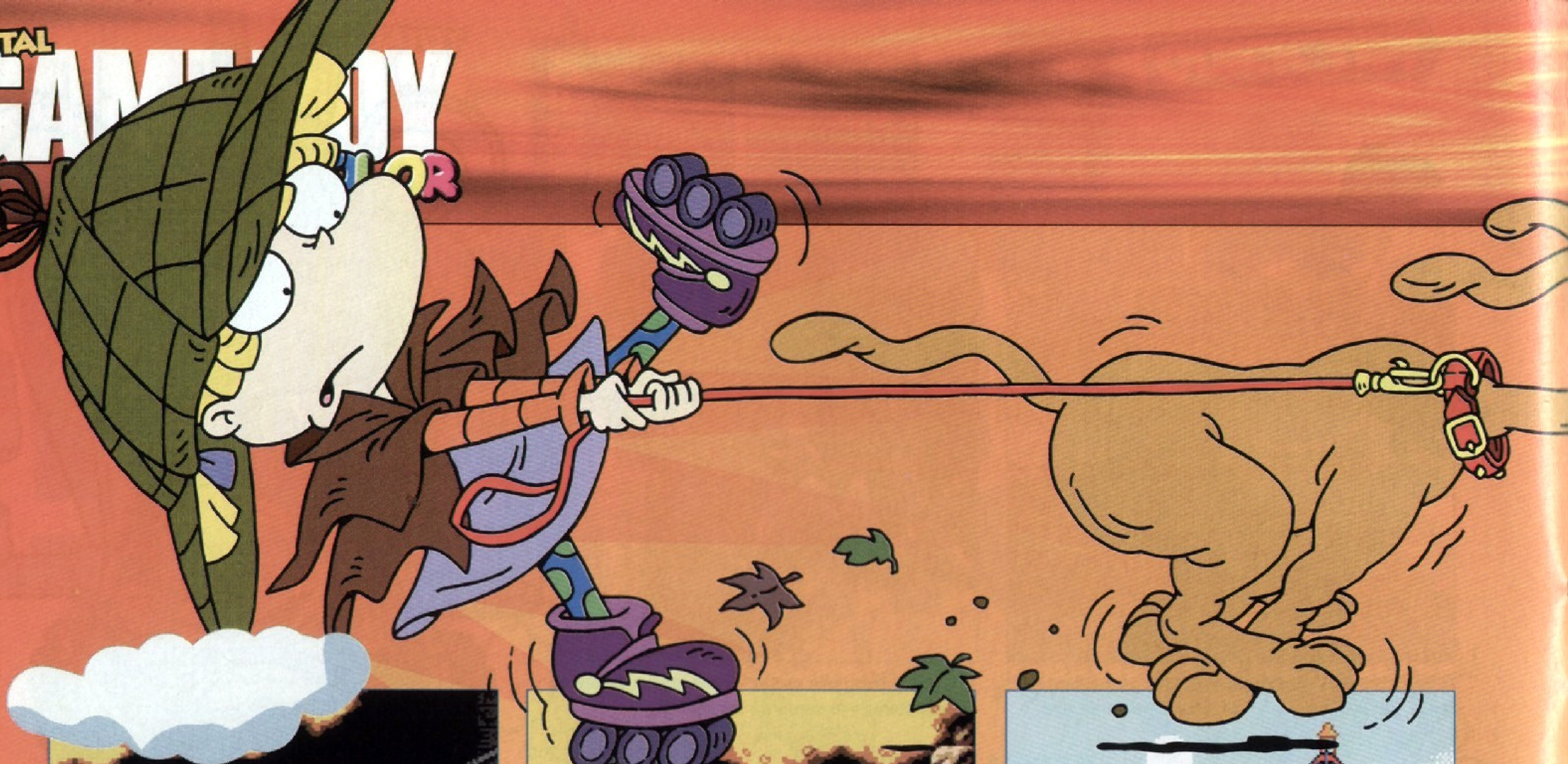
Chuckie
Just like Indy he's off down a mine to find hidden treasure!



Tommy
The bald baby goes scuba-diving for special treats!



Phil & Lil
The terrible twins make an appearance too!





Each mission has a completely different set of objectives to complete!



Babies can often be heard asking for their mummies – but I never thought this was what they meant!



Oy moley. Over here... blind as a bat that stupid burrowing bear!

IT'S GOT THE LOOK!

So it's got the looks and the sound but there's got to be a catch somewhere hasn't there? Sadly the answer is yes! Like the cartoon, *Rugrats: Time Travelers* is designed for very young gamers. It's mind-searingly simple to play to the point where it hardly feels like a game at all. You could have your brain removed and replaced with a rotting cabbage and still waltz through it as if you'd been playing nothing else for your entire life.

That's not to say this is an easy game (although you can complete the first level just by walking right, jumping once and walking back to the left). You generally have a set number of items to pick up within a time limit (around six minutes). Every time you get hit you lose an item and have to go and pick it up again. It's tricky, fiddly and incredibly irritating – but it isn't exactly difficult. There're only ten levels which would be a reasonable amount if the game offered a real challenge (instead of just taxing your ability not to scream).




Fill in parts of the jigsaw by completing the levels!

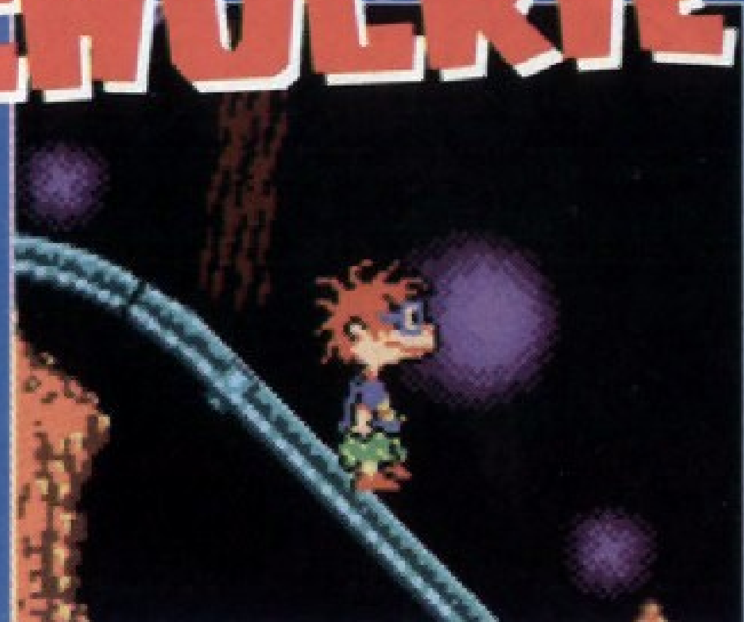
OOO, BABY BABY!

The game is a fairly repetitive experience and even the inclusion of all the sub-games can't change the fact that this is incredibly basic at heart. Which is a shame because it looks mint! It's just a pity that with all its beautiful visuals, top sound and nice ideas it doesn't offer more of a varied challenge, so the more experienced gamers can enjoy it as much as those who are just picking up a Game Boy Color for the first time.

If you've got a younger brother or sister and you want to get them into gaming then you can't really do better than *Time Travelers*. Make sure they get a copy for Christmas and they'll be suckered by the cartoon-like



CHUCKIE'S ROLLERCOASTER RIDE


Walking along this steel track is a bit boring.


I think I'll hitch a lift in this mine cart!


Waaaah! Maybe this wasn't such a good idea after all.


Phew. I think I'll stick to walking from now on!



There's plenty of rootin' and tootin' going on in the Wild West level!



With his scuba gear on, Tomy take to the water like... well... a fish!



It's grabbing his nose!



quality of the graphics and the simplistic gameplay is a perfect introduction to videogames. Before you know it they'll be building up a Pokémon collection and walking your way with a determined look and a link-up cable.

If that isn't the case then *Time Travelers* is really a ten-pence mixed bag of sweets. It may be sweet for a short while but it's all sugar gloss and everything tastes the same. Eventually you'll tire of the taste and want something with more meat on its bones!

mark

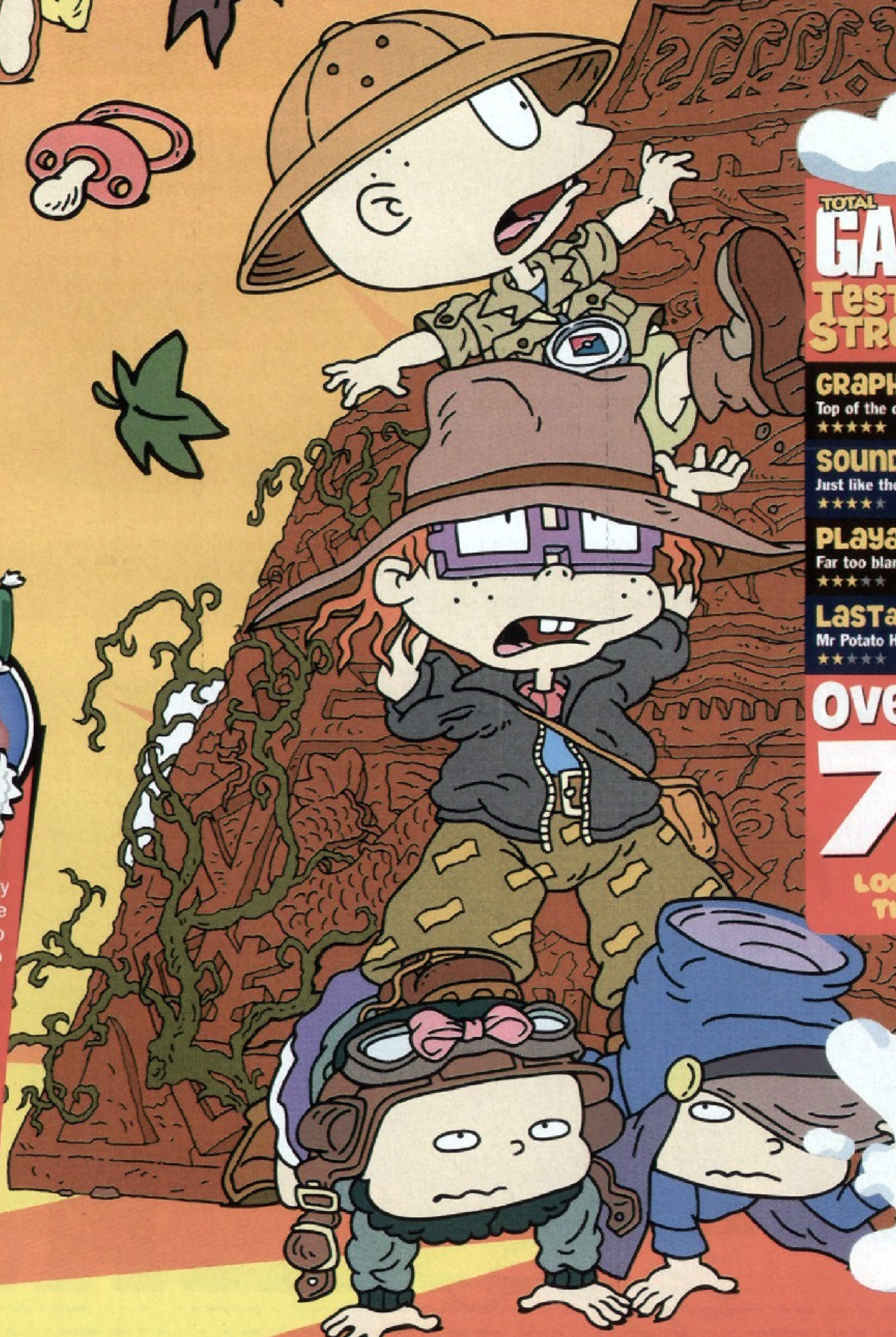


2nd Opinion!

DON'T BE A BABY!

Yeah! This is the kind of game that really keeps me playing. It's got very simple gameplay, but the graphics are so gorgeous, and the sound effects so satisfying that you just can't help getting addicted to it! THQ have done an excellent job in turning the Rugrats adventures into excellent Game Boy Color games, and *Time Travelers* continues that tradition. As Mark said, if you want something that's going to tax your brain then this isn't really the game for you. But for non-stop cartoon action – this is the bee's knees!

nick



TOTAL GAME BOY COLOR Test your Strength!

GRAPHICS! Top of the class! ★★★★★

SOUND! Just like the cartoon. ★★★★

PLAYABILITY! Far too bland and repetitive! ★★★

LASTABILITY! Mr Potato Head could finish it! ★★

He-man! / Butch! / Weakling! / Wimp!

OVERALL! 72%

LOOKS JUST LIKE THE CARTOON!

NINFO!



How much?	£24.99
From who?	Take 2
Whenz it out?	Out now
Kind of Game?	Action



QUICK TIP!

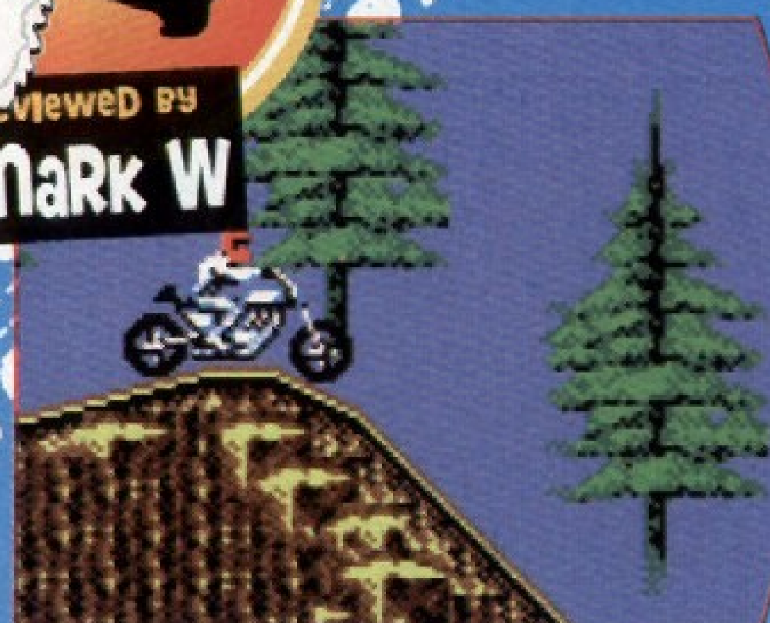
Tune your bike! On the smaller scale, busier levels with small jumps, take your bike speed right down or else you'll be powering out of control every other second. Also, master the brakes!

Evil Knievel

70's retro action with flares and choppers!



Reviewed by Mark W







Although the real Evil Knievel made his loot from jumping the Grand Canyon and Great Wall Of China, his ambition has been proportionally shrunk for the Game Boy Color. Now his daredevil challenges lie in negotiating small hills, *Sonic*-esque roller-coasters on Las Vegas strip and double-decker buses in London.

With five, well-detailed locations set in each of the four available cities (Las Vegas, London, San Francisco and Hollywood) your task is to traverse a variety of hum drum obstacles as you cruise from one side of the city to the other on your motorbike. And what a bike it is. Developers Tarantula has taken a *Gran Turismo*-like delight in making your two-wheeled beast a nimble and largely realistic machine, which can be fine tuned to incredible depth before embarking on each course and is great fun to drive... until the first obstacle.



This is the scren you're going to see most often – you dismounted!

Gran Knievel

Any game with a Practice mode has got a problem with its game engine, and *Evil Knievel* is no exception. Tarantula has obviously spent so long cramming the ultimate mini-bike simulation that they forgot to make the actual game playable. Tiny jumps, small obstacles and seemingly harmless barrels all require extraordinary skill and perseverance to navigate, as your bike is just too over-sensitive. All the glory of driving a powerful bike at high speeds is negated by the tedium of cautiously edging along at five miles-per-hour as you suss out the next potentially fatal hazard, as each spill sends you right back to the very start of the level. A token map at the bottom right of the screen is laughable in its worthlessness, and each track becomes a battle of rapidly diminishing returns. Despite the brilliance of the bike handling, this is just too much hard work to be fun...



The tracks are all very cosmopolitan, but there isn't an easy one there...

Saddle Sore

When we first heard about this game it looked like it might offer the sort of high-octane thrills delivered over a decade ago by 8-bit classics *Wheelie* and *Kick Start*, both of which superbly exploited the thrills and spills of two-wheeler action. The bonus of elaborate building-jumping, hoop-hopping action promised real potential here, but sadly Take 2 have instead delivered a fiddly, hugely irritating game that offers none of the thrills but plenty of spills. Crash? I don't remember being on my bike to be honest...

Mark W



2nd Opinion!

Break dem bones!

No wonder there are so few stunt-riders. It's too damn difficult! For a while, I had great fun with this game, with the pleasing degree of control over the bike initially satisfying, but the main spite is just too large so that you can never see what's coming up, and instead of huge dramatic jumps and daring stunts, I found myself wobbling nervously over tiny obstacles terrified I'd put too much power to the back wheel and go head over heels. If you persevere, there's a real sense of satisfaction to gain from taming your bike, but messing about with the set-up of your bike for every course (which is a necessity) is far too demanding. Making the game so hard seems to be a ploy to conceal the relative smallness of the game, and whilst some will glean fun from this title, younger players in particular will find the frustration level pitched just too high.

Jem

Bikes are just like buses!

You wait for ages and then there's two! Motorbiking fans should keep an eye out for *Crazy Bikers* from Konami, which promises a slightly more relaxed approximation of the sport. With a smaller, less realistic bike, hammering across more convoluted cityscapes, plus ghost, two-player and 'stunt crazy' bonuses, plus a track designer, this looks a more forgiving (and more fun) title. We'll have a full review in the next issue of TOTAL GAME BOY COLOR.

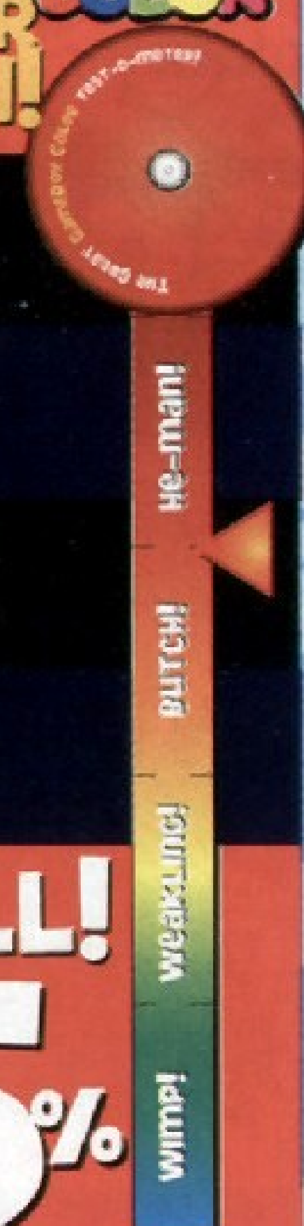
Total Game Boy Color Test Your Strength!

Graphics! Brilliant motorcycle! ★★★

Sound! Bad musak, OK sound FX ★★★

Playability! Just too tricky to be fun ★★★

Lastability! If you can cope, ages! ★★★



Overall! 75%

A great idea let down by poor playtesting

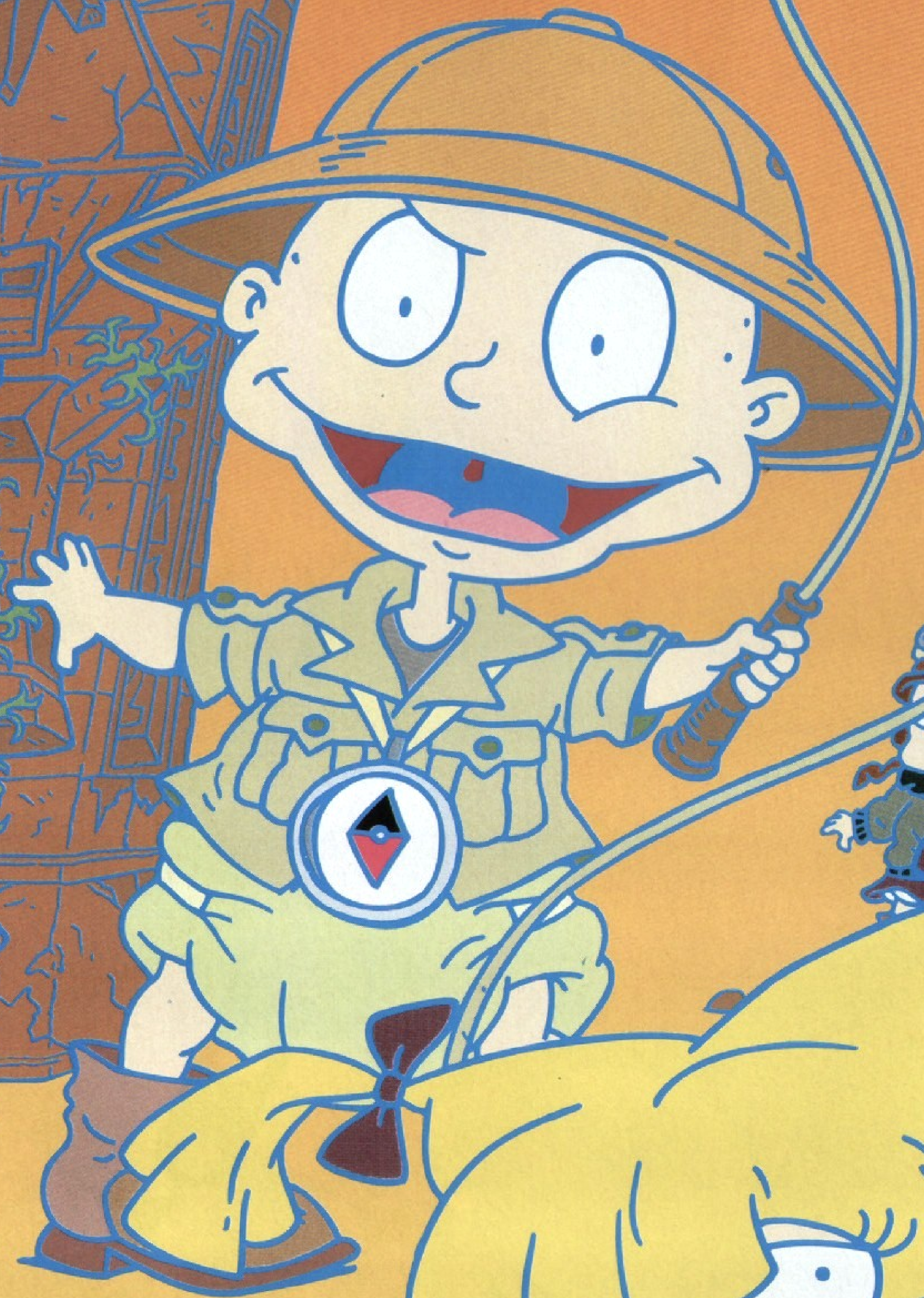





"Any game with a Practice mode has got a problem with its game engine!"

TOTAL GAME BOY POSTER COLOR






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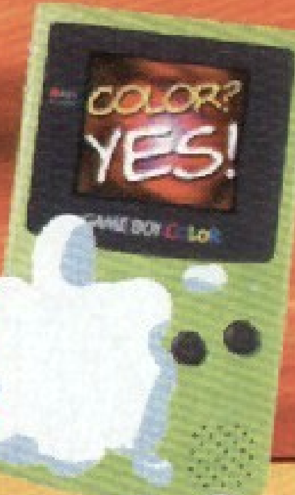
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How much?	£24.99
From who?	Warner Bros
Whenz it out?	Out now
Kind of Game?	Platform



QUICK TIP!

When jumping from moving vehicles always try to press forward at the same time, you'll go further and might even avoid pit-falls!

Reviewed by **Ben**



Standing on top of a water fountain now are we Jerry? Since when were we able to do that then?



"We were once so fond of daft old Tom swallowing dynamite!"

Jerry in a car. Is there no end to the talent of this mouse?



Don't do it Jerry! Oh go on then, put us all out of our misery!

Tom & Jerry

THOMAS! WHERE IS THAT DARN CAT?

The terrible twosome of yesteryear, that cat and mouse duo who hate each other almost as much as they love each other make a somewhat lacklustre debut on the Game Boy Color. What a pity!

Whereas we were once so fond of daft old Tom swallowing dynamite or Jerry famously ice-skating on a frozen kitchen sink, with their latest cyber instalment Jerry has turned into a zombie and Tom occasionally pops up, waves his claws around like he's shooing away a swarm of marauding mosquitoes, then shrivels back down into the trash can from whence his emerged. His appearance, especially in the earlier levels never really alters from this pattern of popping up from a garbage can. The game should have just been called 'Jerry'.

THERE'S A MOUSE IN THE HOUSE

The style of *Tom & Jerry* is that of virtually any platform game. Jerry gently ambles his way over platforms, jumps spikes and collecčts piles of cheese. Falling fruit slams Jezza on the head, ferocious flowers take bites at his rodenty ankles and occasionally he jumps into a car (a car? Since when?) to drive through rows of impassable spikes… and that's his lot.

Admittedly Jerry does make his way through some interesting enough locations such as seedy alleys infested with stray cats and a park with decorative fountains but the action remains permanently stagnant. The Game Boy Color does it justice mind you and every environment is perfectly conceived to look like the guys would enjoy their romps around it. It's just a shame you won't, especially after a continuous stream of scenarios that get harder but don't get any more fun. Pity!

Ben



There's that cat! What a shame he doesn't make more of an appearance.



Beware of the falling fruit, it can be deadly if you're a mouse you know!





2ND OPINION!

IT'LL MAKE YOU SQUEAK!

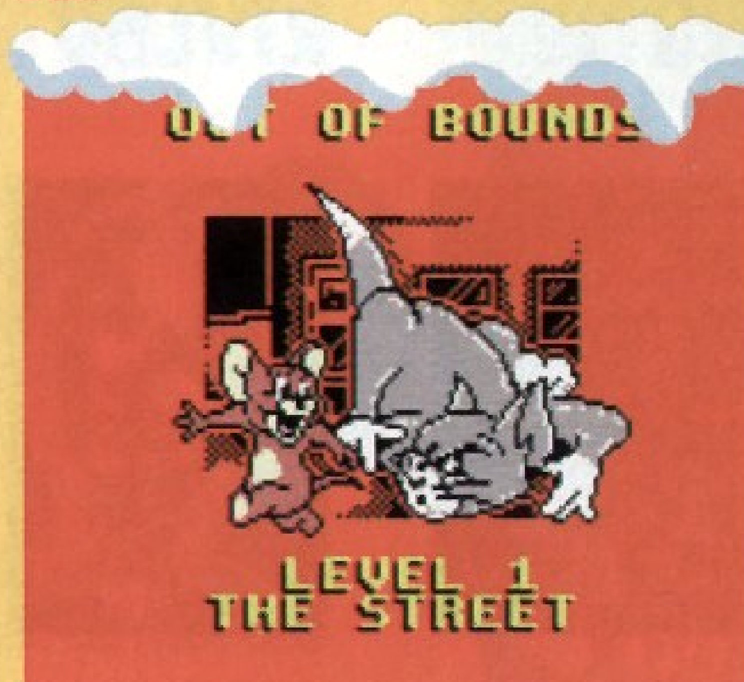
Everyone loves Tom & Jerry – their cartoons are always watchable, even if you've already seen them a hundred times over. This popularity means we can look forward to a steady stream of Tom & Jerry games forever, but we can happily live without them all if they all look like this! Ben's right, Jerry does look like a zombie – he's only got one ear for a start! And after playing for what seemed like ages, I still hadn't come across Tom! Try before you buy.

Jem

BAG A BONUS!



For extra points at the end of a level all you have to do is match the pairs of cards in a classic snap kind of game. It's easy enough, so start counting those points! You'll soon be a winner!



Between scenes you're treated to these excellent pictures – lovely!

TOTAL GAME BOY COLOR TEST YOUR STRENGTH!

GRAPHICS!
A least it looks good!
★★★★☆

SOUND!
Annoying… very annoying
★★☆☆☆

PLAYABILITY!
What playability? It's boring!
★★☆☆☆

LASTABILITY!
Lasts long but who cares?
★★★☆☆

He-man! / Butch! / Weakling! / Wimp!

OVERALL! 48%

THIS IS ALL LOOKS NO PLAY!

ninfo! SPACE INVADERS

How much?	£24.99
From who?	Activision
Whenz it out?	Out now!
Kind of Game?	Shoot-'em-up!



QUICK TIP!

The great thing about Space Invaders is that you can shoot the aliens' bullets out of space! Line up your shots with theirs and you will stop their attacks every time!

Space Invaders

IT'S AN OLDY, BUT IS IT A GOODY?



Reviewed by **NICK**

Ooo... it's been a while. *Space Invaders* arcade machines first started to appear in the chip shops of this fair land way back in 1979 – probably before most of you were even born! This new kind of entertainment swept the nation, and along with the likes of *Pac-Man* and *Pong!* started the videogame craze we all enjoy today.

Almost twenty years on it's time to reminisce with a whole new version of the classic *Space Invaders* thanks to Crawfish and Activision. They have taken the basic template of the game and given it a good kick up the butt! The graphics are very modern, the sound effects and music are similar to the original, only updated, and they've added all kinds of new power-ups and options.

LEFT A BIT, RIGHT A BIT...

The first thing that's different when you start a game is the choice of three ships. They have ratings for shield, thrust and weapons so you can choose the one you think best suits your playing style. Then it's straight into the manic action on Level one – and when you consider that there are hundreds of levels hidden away in this tiny cartridge, starting out on Level one is quite daunting! Don't worry though – there are passwords every few levels, so you shouldn't have to start from scratch too many times!

I found playing *Space Invaders* again really fun, and although I imagine the game will start to get a bit boring after about level 70-something, it's a great game to keep with you for a quick blast now and then.

NICK



"The graphics are super-dooper modern!"

TOTAL GAME BOY COLOR TEST YOUR STRENGTH!

GRAPHICS! Souped up from the original ★★★★

SOUND! A true retro feel ★★★★

PLAYABILITY! Classic gameplay ★★★★

LASTABILITY! Good in short bursts ★★★

He-man! / Butch! / Weakling! / Wimp!

OVERALL! 69%

A GOOD UPDATE TO AN AGEING GAME



The gameplay is still exactly the same – hope you don't find it boring!

THREE OF A KIND!

There are three wicked space ships to choose from. The game kindly gives you ratings for thrust, shield and weapons too, so try them all out and see which one you like best!





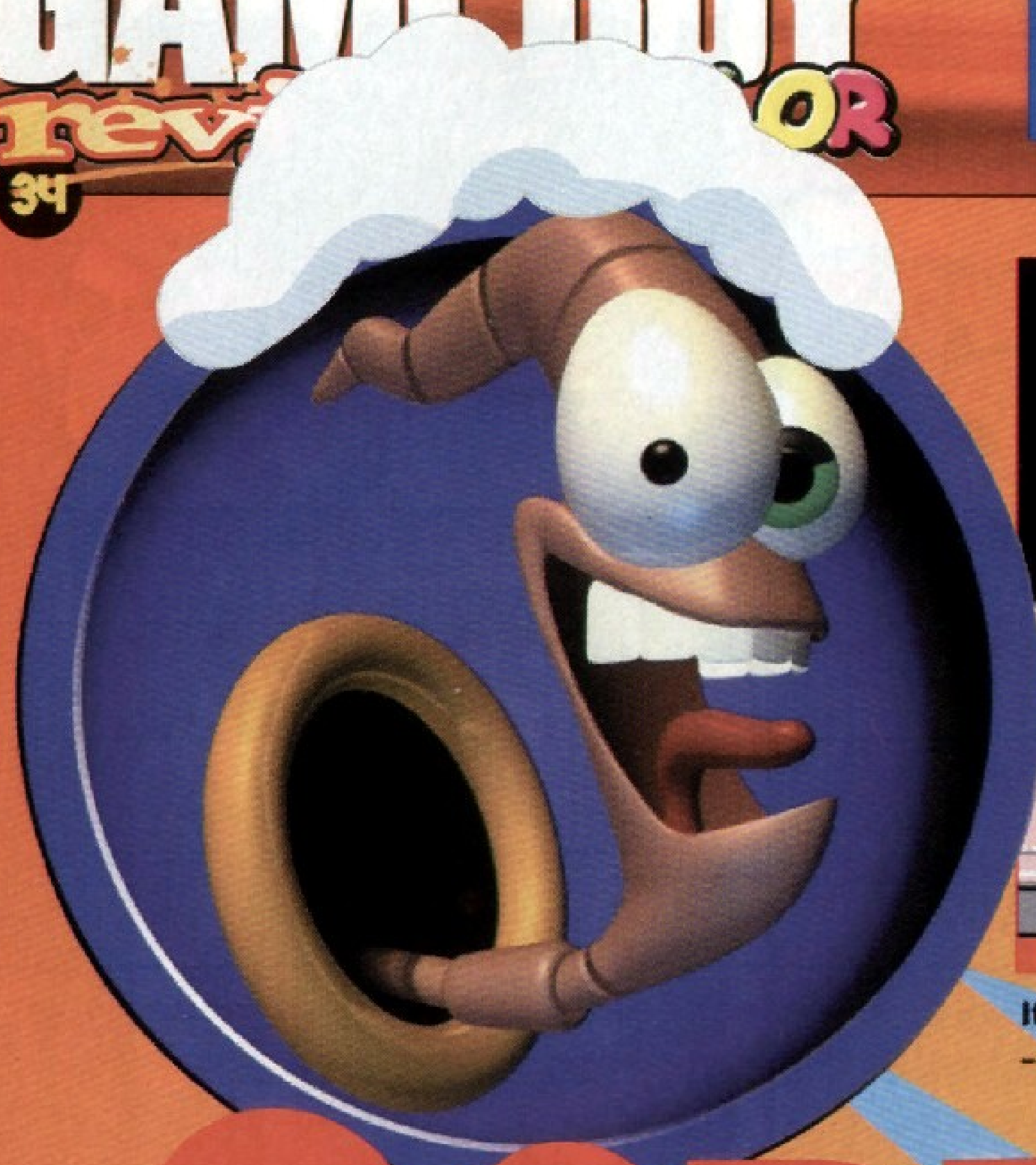


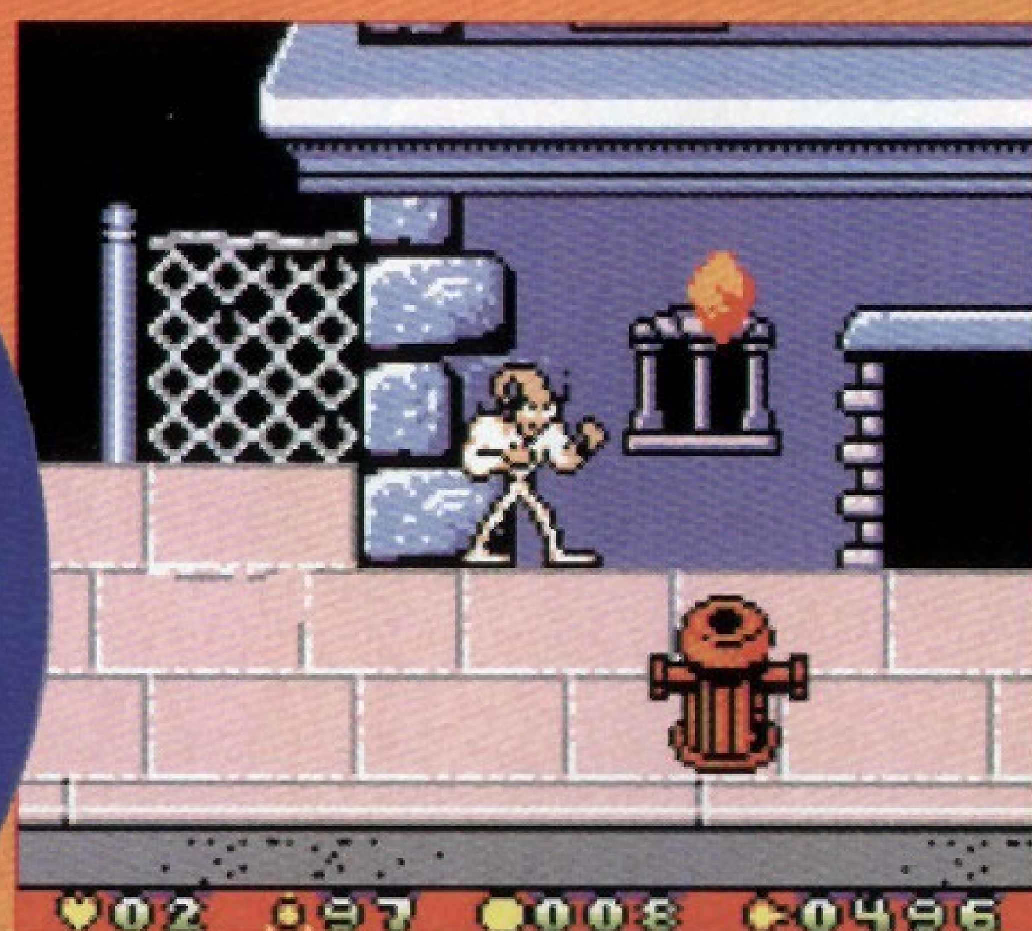
How much?	£19.99
From who?	Crave Ent.
Whenz it out?	Out now
Kind of Game?	Platform



QUICK TIP!

Keep an eye out for Jim's extra ray guns. Once you've collected one of these use the Select button to switch from your standard weapon and you'll be able to take care of those nasty bad-guys in half the time!





It's a fire hydrant – so it spews out bursts of fire – get it?



Jim takes time out from saving the universe for a spot of transcendental meditation!

Earthworm

The early bird catches the Earthworm Jim!

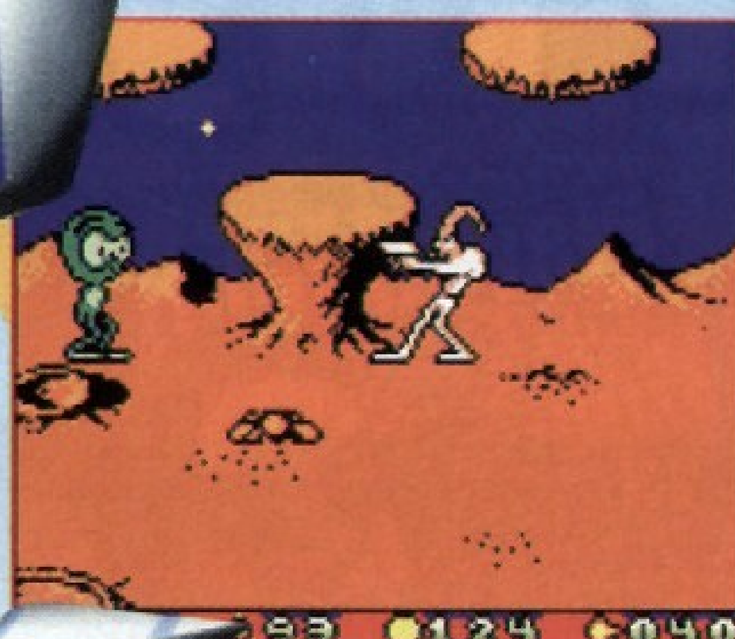
Earthworm Jim is becoming quite a celebrity having appeared in games too numerous to list here and even his own TV show – it was pretty much inevitable that the loveable invertebrate with the robotic suit would end up on the Game Boy Color. Enter *Earthworm Jim: Menace 2 The Galaxy*!

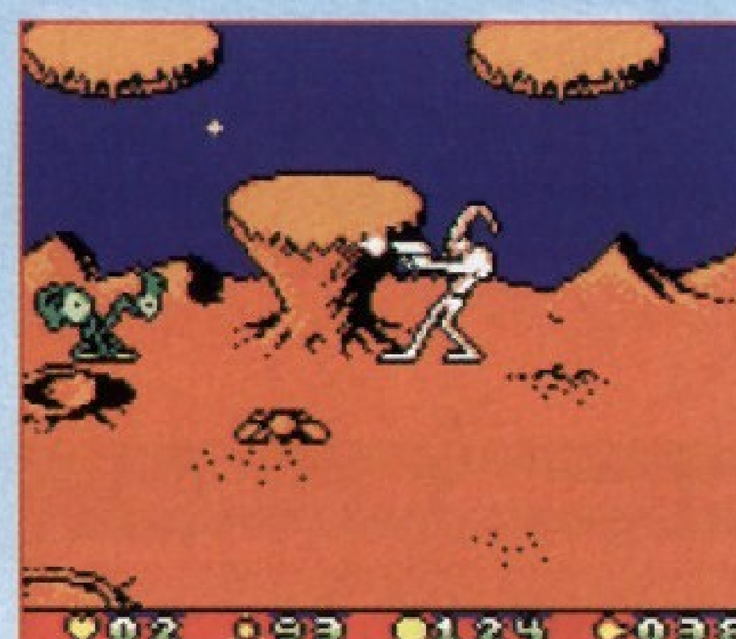
Just in case you've never played any of the games and you've also managed to miss the hilarious TV series, it'd probably be wise to give you a little background on our hero. He inhabits a colourful world of talking dogs that turn into werewolves (so... weredogs then), an evil scientist who has a monkey growing out of his head and all sorts of other equally bizarre individuals, and he spends a lot of his time when he's not saving the universe having large, docile cows drop on him from a great height – usually at least once an episode.

LOOK OUT!

One of Jim's worst enemies is his arch-nemesis and alter-ego Evil Jim. Like Jim in every way except that he's pure evil through and through (hence the name for all those of you out there that get stuck on the first five questions in *Who Wants To Be A Millionaire?*) and thanks to him the world, nay the safety of the very galaxy itself, is in danger and there's only one... er, 'person' who can save it. No prizes for guessing who that is! (Would you like to phone a friend?)

It seems that old 'Evil' has managed to get his hands on a dastardly machine created by the aforementioned 'evil scientist with





Although this alien looks pretty cute, he can turn vicious if he gets anywhere near Jim. Fortunately Jim's not going to let that happen.

A HOLE IN ONE!

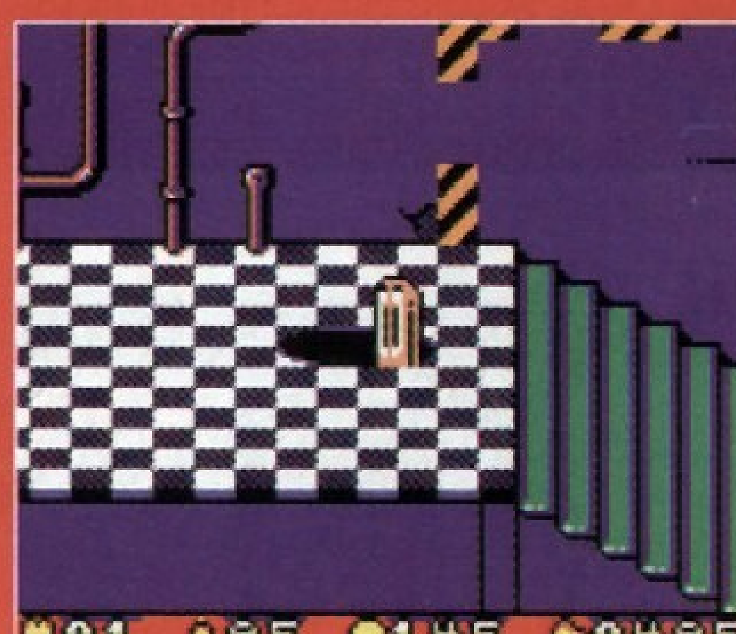
In general you can fall off most platforms without suffering any ill effects, however holes are a different matter! Walk too close to the small, dark opening on this level and Jim gets sucked into it – poor little fella, he never stood a chance (sob!)



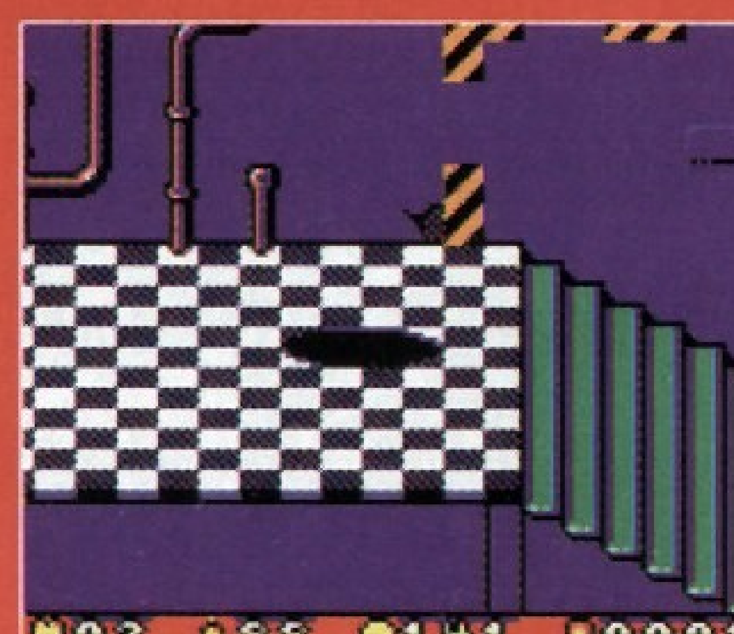
Watch out Jim – is that a large hole you see before you?



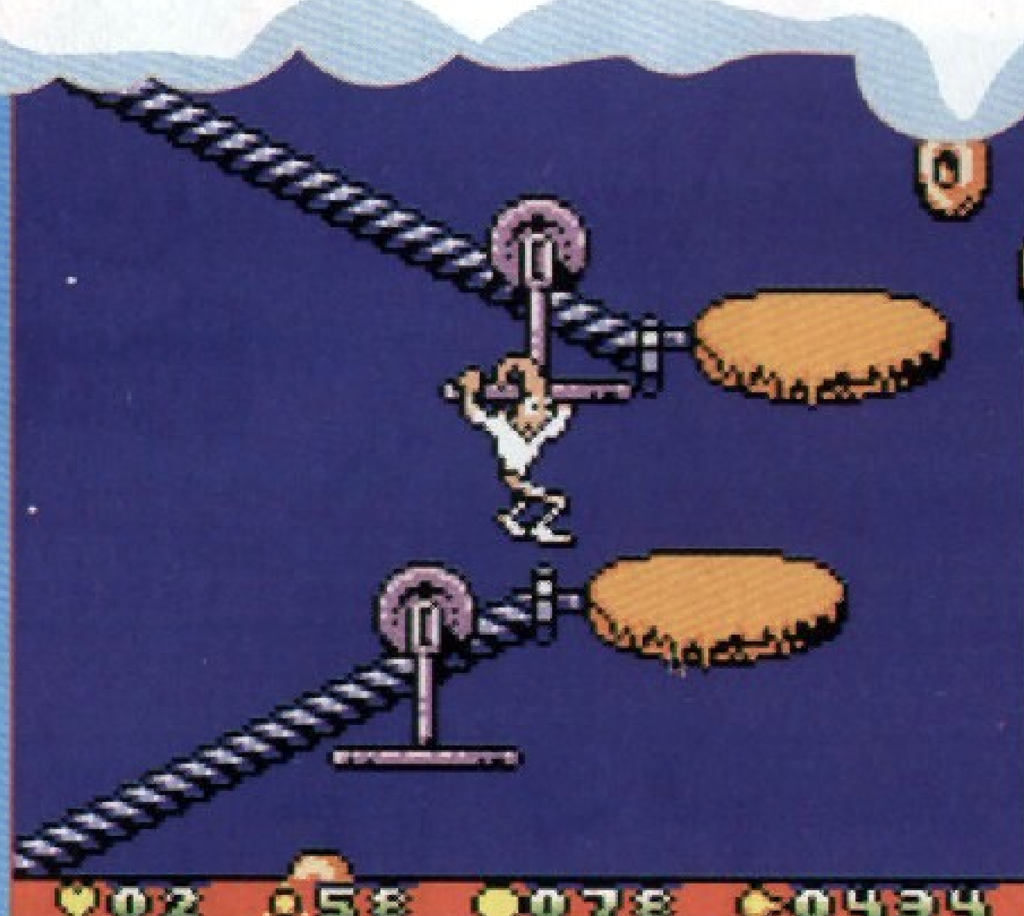
Whoah! These worms just won't be told you know!



Who'd have thought a worm's head would stretch so much!



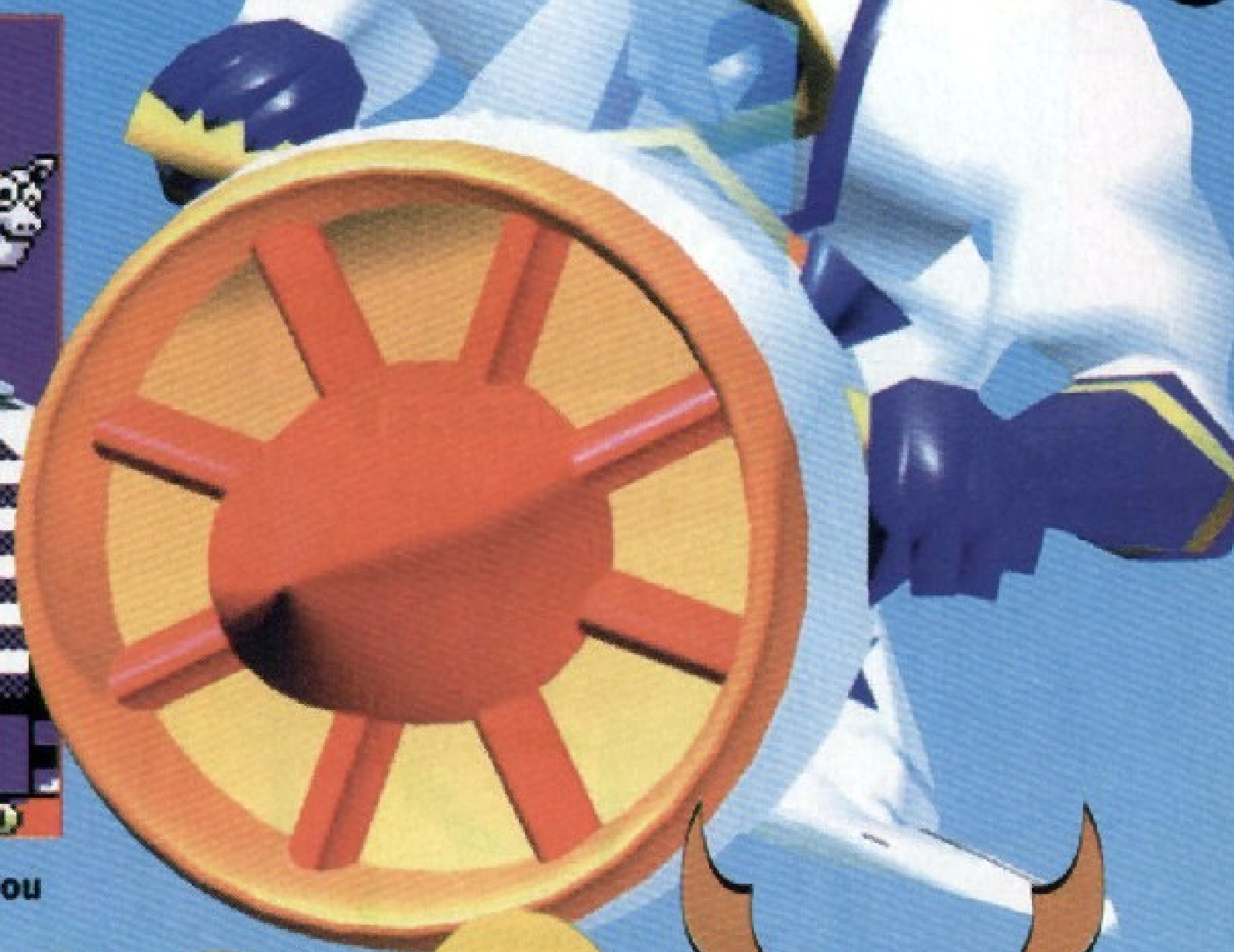
Gone forever – or at least until the next scene!



He runs, he jumps... he can even hold onto things! Is there no end to this worm's talents?



Ever wondered what happens to the sheep that you get 'Leg of Lamb' from? Well here's your answer!



Jim: menace 2 The Galaxy



Reviewed by ROY

"...an amusing, colourful platformer with a good sense of humo

monkey growing out of his head' – Professor Monkey-For-A-Head (who presumably didn't have parents with much imagination for names). This invention, the Inter-Dimensional-Transporter-Of-Doom could disrupt the very fabric of reality and then where would we be? So it's up to a talking worm in an oversized power suit to sort things and save the day.

Falling cows!

What this essentially means to your average Game Boy Color owner is that you get to help Jim battle through 12 (count 'em, 12) huge sprawling themed levels each packed with all sorts of nasties bent on stopping you setting the world to rights and a whole bunch of visual gags that are more often than not hazardous to health. Like the fire hydrant that spurts fire for instance!

Earthworm Jim: Menace 2 The Galaxy is an amusing, colourful platformer with a good sense of humour and a nice variety of levels. It's not exactly the kind of game that begs you to come back and keep playing but then it's not something that you'll be bored with within ten minutes either. Give it a look today... just watch out for those falling cows!

ROY



The bigger the gun Jim uses, the better the damage it inflicts.



Anyone for some toilet humour? Not quite sure what this loo is doing here!

2nd Opinion!

This worm should be fish bait!

What is the point? Am I completely missing the fun factor here, or is *Earthworm Jim: Menace 2 The Galaxy* just a rehash of old ideas, old graphics and old sound effects? This is the kind of game that the Game Boy Color has by the thousand, so what do the software company do when they've got a sequel on their hands? Produce another bleedin' platform game, that's what! I'm sorry if you're a fan of this kind of thing, I certainly used to be, but when the Game Boy's software collection is almost entirely made up of these games, you do start to tire of them!

NICK

Total Game Boy Color Test your Strength!

Graphics! Bright, colourful and cartoony ★★★★

Sound! Bouncy little tune ★★★

Playability! Controls respond very well ★★★★

Lastability! Levels get samey over time ★★★

He-man! / Butch! / Weakling! / Wimp!

Overall! 80%

A fun and humorous platformer



ninfo!

How much?	£19.99
From who?	Ubi Soft
Whenz it out?	Out now!
Kind of Game?	Racing



QUICK TIP!

Keep one eye on the map so you know which the next bend will be. Head over to the side of the track and when it starts to turn you won't need to slow down.



Reviewed by MARK H

"Corners appear out of nowhere and you simply have to stick to the side of the road!"

Suzuki Alstare Extreme Racing

REV YOUR ENGINE AND LET RIP!

It never fails to surprise us how far the ten-year old Game Boy can be pushed, even with its new colour revamp. Games come along every week that look so incredible you'd never believe that they are running on a machine that originally wowed people with *Tetris*!

Then a racing game appears and you go hurtling back through time to the Eighties. All of a sudden you're watching *Fame*, wearing leg-warmers and playing a machine that was designed long before anybody thought of 3-D graphics.

On the plus side, it's blindingly, stupendifyingly fast! The track hurtles past at near warp speed whilst you fly along against the other two-wheeled racers.

Leagues Behind!

The bad news is that the old-school approach to racing games was a league behind the modern approach. Corners appear out of nowhere and you just stick to the side of the road and hold down until you get back on the straight. There's a remarkable lack of thinking required and the result is a glorified test of reactions.

As far as racing games on the Game Boy go, *Suzuki* is definitely up there with the best of them. There are 16 different tracks to race on (that is to say the colours and background image change) and a variety of different weather effects including fog for the first time ever.

If you must have a racing game on the Game Boy Color then get *Suzuki Alstare* as it's one of the best for the system. By rights that should ensure that it gets a really high mark! But the truth is that so far no Game Boy racer has impressed us the way other types of game like *Mario Golf*, *R-Type DX* or *Zelda* have. Hopefully somebody out there can make a racer on the Game Boy that'll knock our teeth out. Until then, we'll just keep playing *Pokémon*.

MARK H

2nd OPINION!

THE SAME OLD STUFF

If racing games can't successfully be converted to the Game Boy Color, why bother converting them at all? Ubi Soft had a fantastic game on its hands with *Suzuki Alstare* on the Dreamcast, but to create a Game Boy version – somebody there must have had a bad batch of snails for tea that night!

The bikes are tiny, the tracks are monotonous and the gameplay is annoying as the track sweeps left and right with little warning. We've seen it time and time again – and we don't want to see it any more!

NICK



If all else fails just smash straight into him. Just don't try it in real life!

TOTAL GAME BOY COLOR TEST YOUR STRENGTH!

GRAPHICS! Fast but a bit sparse! ★★★

SOUND! Vrooming good bike noise! ★★★★

PLAYABILITY! Good in an old-school way! ★★★★

LASTABILITY! About as deep as a puddle! ★★

He-man! / Butch! / Weakling! / Wimp!

OVERALL! 72%

CLOSE BUT NO CIGAR!

TEST YOUR SKILL AROUND THE WORLD!



MEXICO
A hot and dusty racecourse in the middle of a desert!

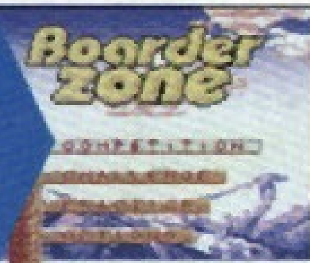


LA BEACH
No time to baywatch! Head straight through the palm trees of LA.



DOWNTOWN
A midnight race through a mean US city. Try not to get mugged!

ninfo!



How much?	£24.99
From who?	Infogrames
Whenz it out?	Out now
Kind of Game?	Racing



QUICK TIP!
You can do big jumps by holding down the B button and letting go as you hit the bumps. You'll catch some huge air which looks cool but is a good way to end up flying outside the targets. Take care!

Supreme Snowboarding

Reviewed by Mark H

Snow is wet, cold and fun!

Let's face it, snowboarding is just an excuse to wear big chunky clothing and look cool in front of Swedish chicks (until you fall flat on your butt, that is). It's possibly the hippest sport on the planet, but it costs a bomb so why not practice on your Game Boy Color until you've saved up the readies for a real trip to the snowy piste?

Which is where *Supreme Snowboarding* comes in, offering you the ability to hurtle at rip-break speeds down a mountainside in the comfort of your own home. Sporting both a Speed Challenge and Trick mode you can either go for an all out mountainside race or try to pull as many ollies and indy-nosegrabs as possible before the timer runs out.

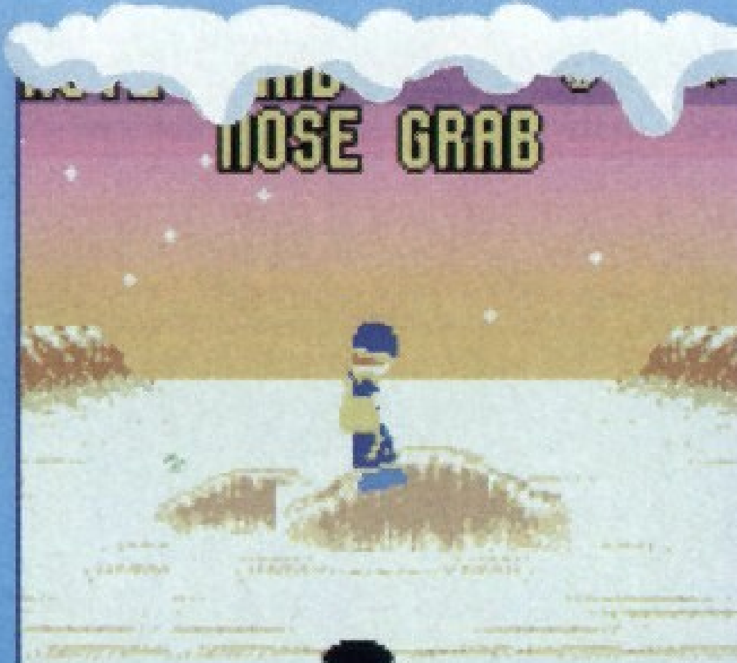


You really have to lean for it if you want to get around those flags!



Never eat yellow snow!

It all looks pretty good with big cartoon characters, trees, bumps and flags lined up on the screen in pseudo 3-D. Then it tries to move and it all goes horribly, horribly wrong! There are certain types of game that the Game Boy Color does better than any other machine on the planet (platformers and RPGs like *Pokémon* for example). Unfortunately, 3-D racing games just don't seem to be one of its strong points.

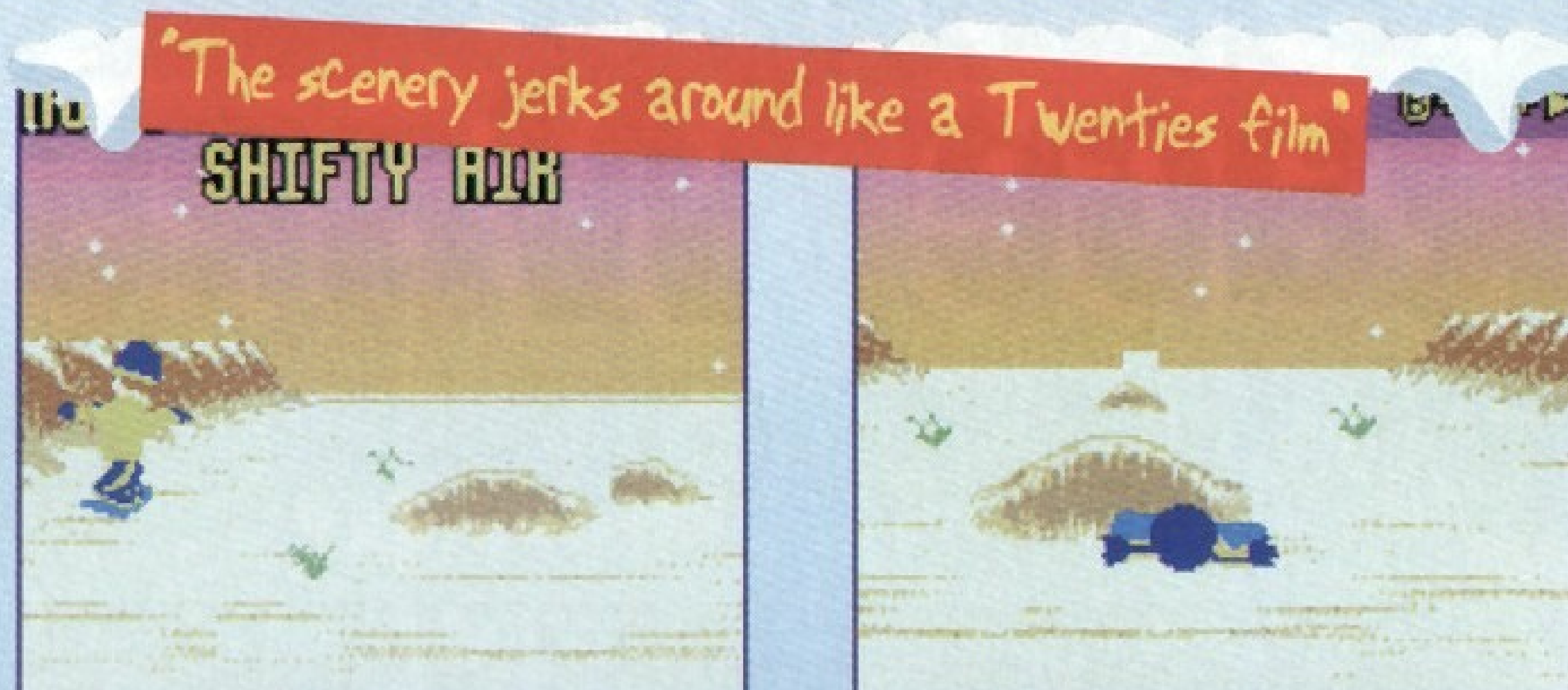


Be careful when grabbing your nose in mid-air! Sneeze and you've had it!



Mid-air board inspections look great but they're a good way to get hurt!

"The scenery jerks around like a Twenties film"



Wipeout! Try to jump over the blocks of snow instead of going in head first!

The scenery jerks around like a Twenties film as you stutter down the mountainside like Charlie Chaplin trying to look cool in his bowler hat (so much for those Swedish chicks that were watching you). It's also a pretty mundane affair. You sway left and right around the flags and jump over the blocks of snow. You've only got a couple of tricks to perform and none of them feel very special.

Supreme Snowboarding is a mundane racing game that fails to capture the excitement of the real sport. You'd be better off keeping the money and putting it towards your first snow-filled holiday.

Mark H

2nd Opinion!

I can't see where I'm going!

Yeuck! This game smells like a two-month old turnip! There's one basic fault the game's makers have made – you can't see what's coming up before it hits you in the face! I couldn't stand to play more than a couple of games before desperately wanting to spent my Game Boy Color time on something much more worthwhile like *Mickey's Racing Adventure*! Avoid this, even if it is snowing!

Nick

Total Game Boy Color Test Your Strength!

Graphics! Jerks all over the place! ★★★

Sound! Annoying tune and crummy sounds! ★

Playability! Easy to play and good fun! ★★★★

Lastability! Becomes boring far too quickly! ★★

He-man! / Butch! / Weakling! / Wimp!

Overall! 53%

A jerky and dull racing game!

Snowy Types

You can choose between three different characters. Sandy is a bit slow but she's good at pulling tricks and Travis is well fast!



Alain



Sandy



Travis

Turok: Rage Wars



INFO!	
How much?	£24.99
From who?	Acclaim
Whenz it out?	Out now
Kind of Game?	Action



Reviewed by Lou

Turok: Rage Wars

RAGE HARD WITH TUROK!

Following on form the ever popular *Turok: Seeds of Evil* is this latest offering from Acclaim – *Turok: Rage Wars*. Again you play as Turok who has to conquer four different planets, each with its own unique terrain, in order to regain control of the Light Burden which contains the power of creation.

FRUSTRATION!

The action is side-scrolling, however the playing areas are not free-roaming. This does cause some problems when you're fending off one of the 13 mean enemies and need to get a pick-up that's hidden round the corner. If you're not quick enough it could disappear from the screen and you've got no chance of going back to get it!

Turok fans will love this new challenge, but the rest of us will find the game ultimately frustrating.
Lou



It scrolls left and right and you can fire – what more could you want?







The *Turok* games on the Game Boy are never going to live up to the N64 ones!

GAME BOY COLOR TEST YOUR STRENGTH!

GRAPHICS! Each planet is well-designed ★★★★★

SOUND! The music doesn't get annoying ★★★★

PLAYABILITY! Can be frustrating at first ★★★★

LASTABILITY! Just keep going ★★★

He-man! / Butch! / Weakling! / Wimp!

OVERALL! 70%

A DECENT SPIN-OFF, OF A GREAT GAME



INFO!	
How much?	£24.99
From who?	Namco
Whenz it out?	Out now
Kind of Game?	Puzzle



Ms Pac-Man Special Color Edition

IT'S THE SAME – ONLY WITH A BOW!



Reviewed by Lou

How do you re-release an arcade classic with essentially all the same ingredients, but make it different? By adding a *Super Pac-Man* game into the mix too! *Ms Pac-Man* followed her hubby into the arcade world almost 20 years ago, and now she's arrived in glorious colour on the Game Boy.

How did Namco manage to transform the yellow hero of gaming history into a female lead? They put a red bow on the original *Pac-Man* and give a suggestion of lipstick to those ever-gnashing jaws!

SAME OLD, SAME OLD

Yes, 'fraid so, *Ms Pac-Man* is virtually the same as all the previous versions which stemmed from early Eighties' arcade machines. Is this a bad thing, though? Of course it's not; no matter how many guises *Pac-Man* comes in, the same eat the dots, avoid the ghosts (except when they're flashing) and grab the fruit gameplay is still totally addictive.



The bonus Super Pac-Man game adds a twist to the classic gameplay!

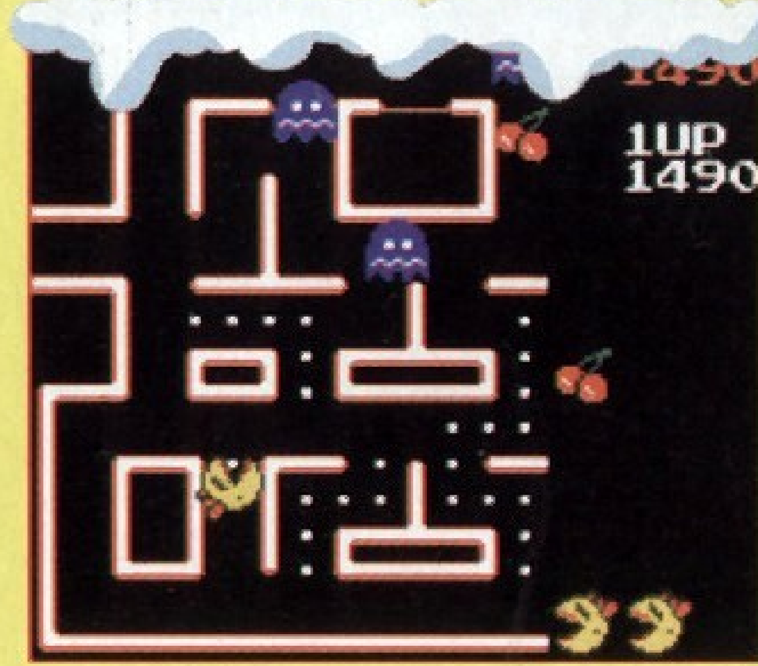
Super Pac-Man makes a great extra game too – it's basically the original game with knobs on!
Lou



Grab the keys to open the doors – and watch for those ghosts!



Ms Pac-Man is a good looking woman – do you like her lipstick?



Ms Pac-Man plays exactly the same as Pac-Man – only much more flowery!

GAME BOY COLOR TEST YOUR STRENGTH!

GRAPHICS! Basic – but that's Pac-Man! ★★★★

SOUND! Chomp, gobble fizz noises… ★★★

PLAYABILITY! You'll never be bored! ★★★★★

LASTABILITY! We defy you not to get addicted ★★★★★

He-man! / Butch! / Weakling! / Wimp!

OVERALL! 85%

SEEN IT BEFORE, BUT WE LOVE IT!

nINFO!



How much?	£24.99
From who?	Disney Interactive
Whenz it out?	Out now!
Kind of Game?	Boardgame!

COLOR? YES!

QUICK TIP!

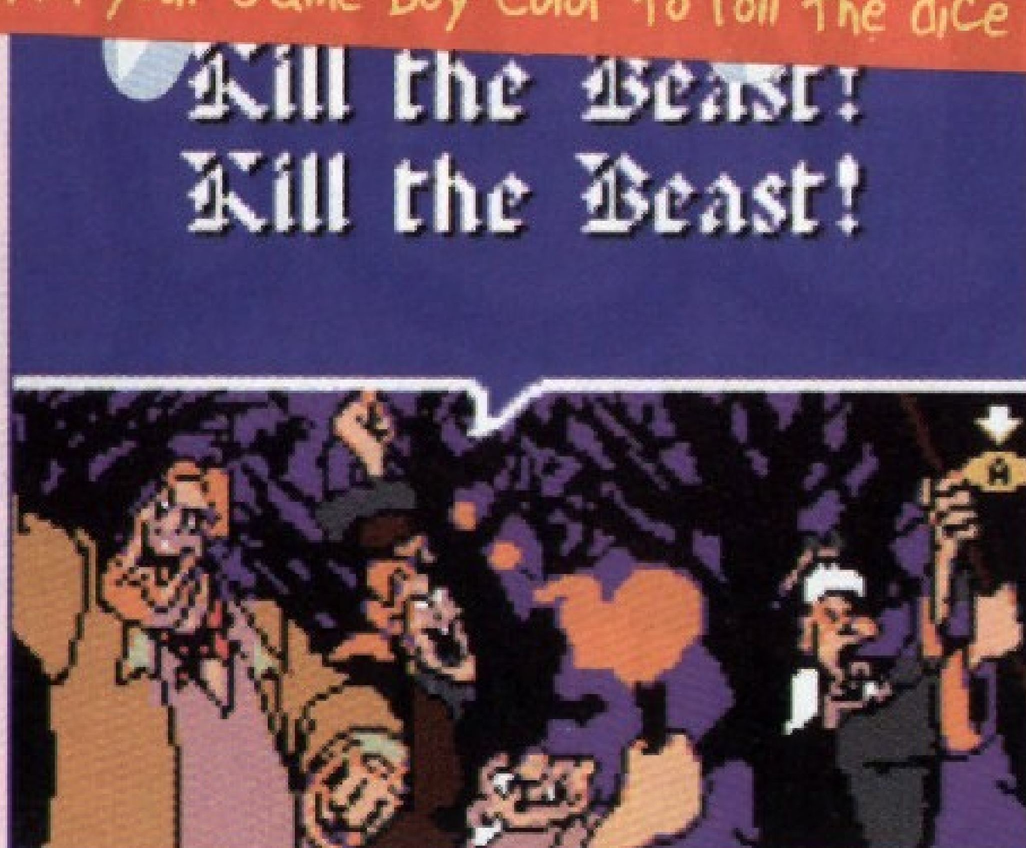
Get in some practice with the sub-games before tackling the main board game, it will help immensely! If you don't you'll no doubt lose your first couple of games and the Beast will be doomed!

"you take it in turns with your Game Boy Color to roll the dice and move along the board!"

Reviewed by Ben



A clock explains the rules of the game to follow. And you're supposed to take this seriously?



Well! That's not very nice is it? Their mothers should have taught them more manners!



Belle, our heroin. She is seen as a cardboard cut out shuffling her way around a playing board.

Beauty and The Beast

It's a tale as old as time!



You silly old fool, you've dropped a log... now you'll need to be changed.

Now this is strange. Take a blockbusting Disney film and turn it into a game (fair enough we hear you say... they do that all the time). Then take that game and turn it into a boardgame (but without the board obviously) and put it on the smallest gaming screen imaginable, thus taking away any sense of it being a boardgame in the first place. Bad move.

Following the strength of *Mario Party* on the Nintendo 64, the board game where different squares mean different challenges, *Beauty and the Beast: A Board Game Adventure* half-heartedly succeeds in copying this format. Choosing from one of the loveable characters from the film you then take it in turns with your Game Boy Color to roll the dice and move along the board.





Mrs Potts and her son Chip wonder around the board too!



This clock is great! He wakes you up in the morning and offers you advice.

It's in the game!

The main problem with *Beauty and the Beast* is the poor choice of games they have included. Card games are simple enough to translate to the small screen but a shooting gallery? The Game Boy isn't exactly known for its light gun compatibility or *Point Blank* conversions. Other games do work, namely the simplest ideas such as bouncing barrels but once you've experienced them you no longer feel any need to carry on playing, it's not as if you gain any great satisfaction from beating a set of china and a French candle stick around an imaginary playing board.

This game is a innocent enough package though and children will find some entertainment in its simplicity – it's very easy on the brain. Unfortunately they'll soon be hankering after more action-packed games, namely those with a modicum of adventure.

Ben



Why would the peasants want to kill this? Ain't he just the cutest?!

2nd Opinion!

He's cute and fluffy!

Hats off to Disney Interactive – they've created a Game Boy Color game that is refreshingly different. It would have been so easy for them to come up with another tiresome platform game, but instead *Beauty and the Beast* is packed full of originality and has loads of well drawn and decent sized graphics, straight from the blockbuster movie. A great game to while away the hours with!

Nick

Beauty and the Bang



This is the shooting gallery! Don't expect to hit much in here without hours of practise! It is harder than trying to catch rain in a sieve. At least the other sub-games you'll encounter are slightly easier!

Total Game Boy Color Test your Strength!

Graphics! Disney's always good! ★★★★☆

Sound! Very fitting with the film ★★★★☆

Playability! A real bored game ★★☆☆☆

Lastability! As long as you want! ★★★★★

He-man! / Butch! / Weakling! / Wimp!

Overall! 68%

Will appeal to younger players

COLOR Scribblings!

YOUR LETTERS, RANTS AND DRAWINGS!



Pandemonium in your Pocket!

"Hello everyone at Total Game Boy Color, do you realise you're writing a magazine for the best videogame system in the known world? The Game Boy has been going strong for years now, and seen off all the young upstarts like the Atari Lynx and Sega Game Gear – now it's going to see off Neo Geo's new handheld console too, the Neo Geo Pocket Color.

From what I can make out, Neo Geo have simply chosen to rip off Nintendo's ideas for the Game Boy Color and stuck them on a dodgy little console with a nasty joystick. What do you think of the Neo Geo Pocket Color? I really don't think it can possibly topple our beloved Game Boy Color from the top slot!"

Adam Parsons, via email



We've had a Neo Geo Pocket Color in the office since it was first released over in Japan and to be honest, some of the games are quite good. SNK, the makers of the Neo Geo consoles, have just done a deal with Sega too, which will see *Sonic* arriving on the handheld early next year. Don't get worried though, there's no way the Neo Geo Pocket Color can ever take the Game Boy Color's limelight away. Most of the games are basic and in great SNK tradition, many of them are nasty beat-'em-ups too!

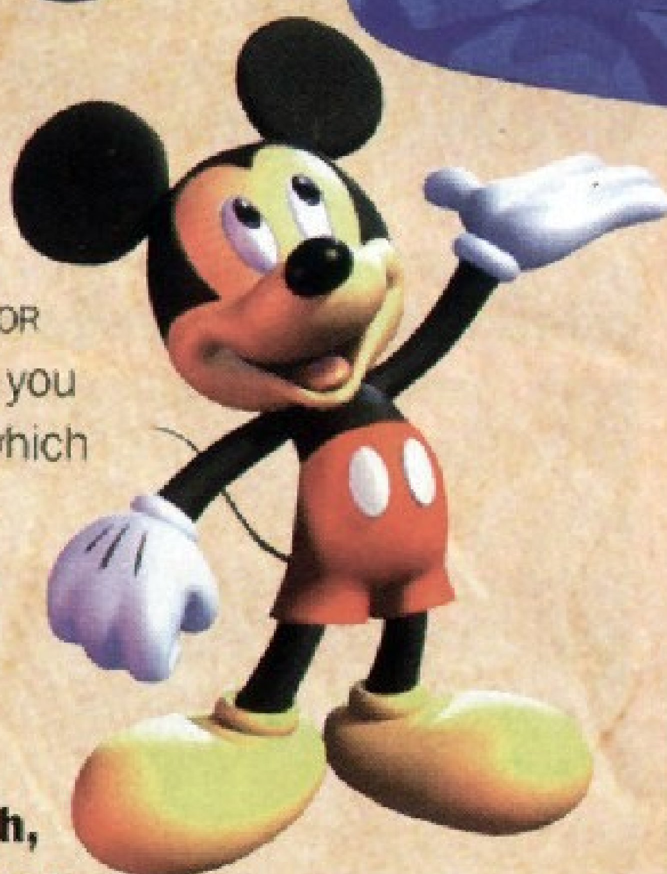
With Game Boy Advance coming our way next year, the Game Boy name is set to live on forever!



Recognise these fellas? It's Sonic and Tails...

SNK has gone and nabbed them for the Neo Geo!

Santa's Sack!



"I'm really troubled. I read Total Game Boy Color every issue and love the reviews and pictures you print. My problem is that I really don't know which games to ask for this Christmas. I am getting four games but all the ones you review seem so good! Please help me."

Sarah Wilkins, Swansea

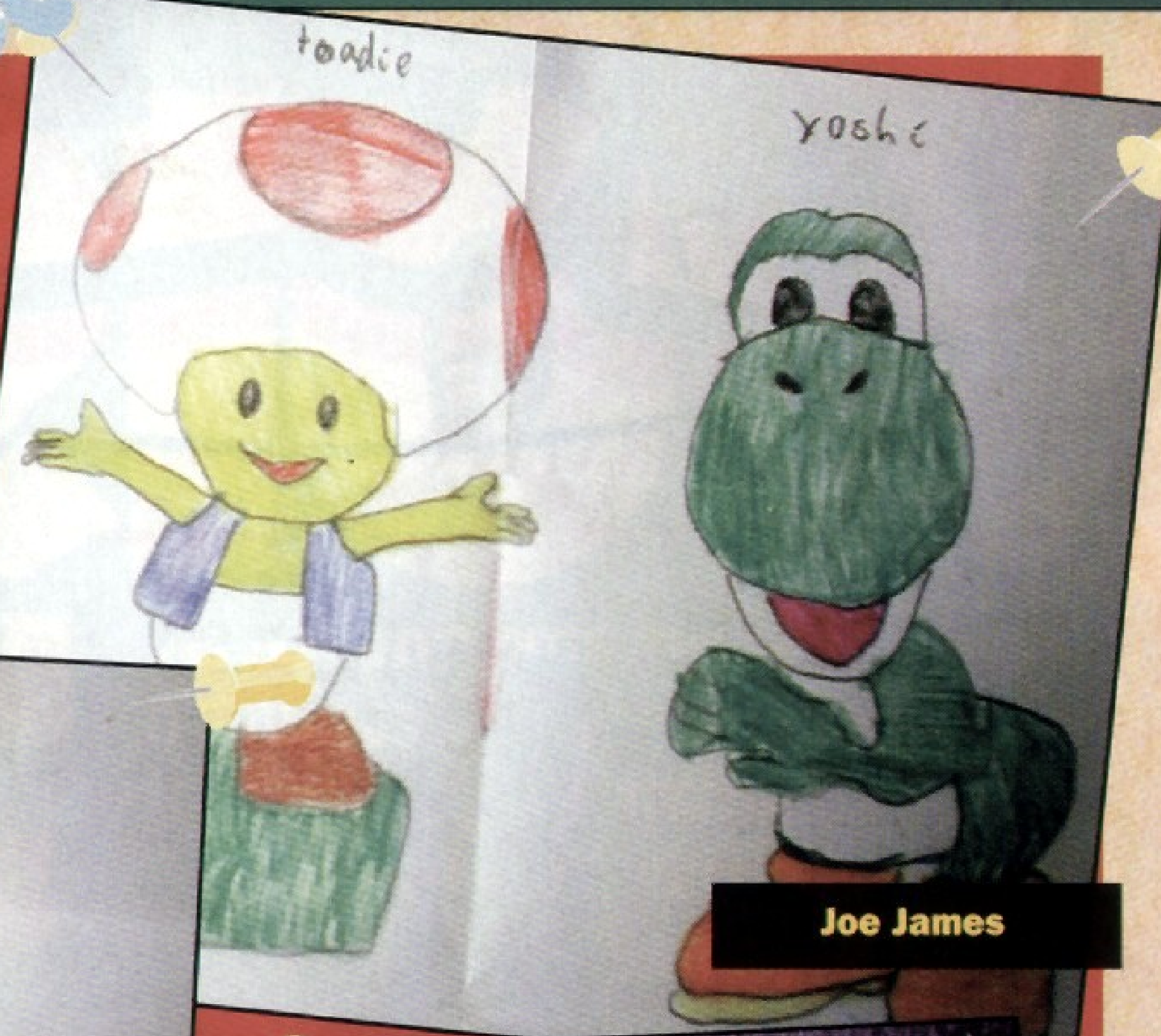
Sorry to hear of your predicament Sarah, let's see if we can help you out. Of course you can find out how good or bad the new batch of Game Boy Color games are just by reading our reviews in this issue – there's a bunch of turkies coming out this Christmas, but there are some real crackers too!

The best game we have seen, which sadly arrived just too late for us to review it this issue, is *Mickey's Racing Adventure*. It stars Disney favourite Mickey Mouse and all his mates in an adventure game where you get to race lots of different vehicles too! This game has been created by Rare, the people behind every single great Nintendo game ever, so you know you're in for a bit of a treat!

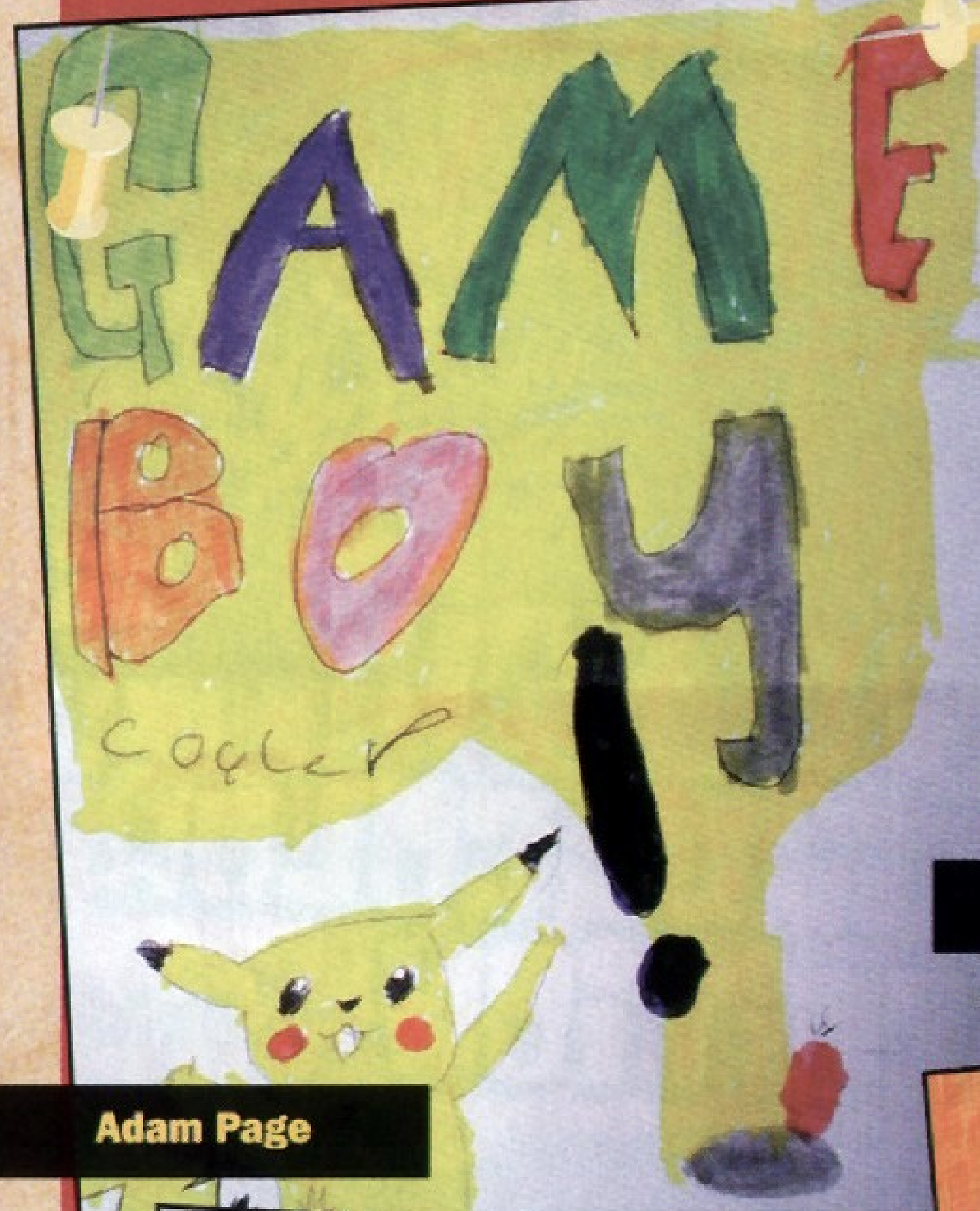
If that's not your cup of tea then how about *Mario Golf* – it's a brilliant golfing sim but instead of being boring like most of them, Nintendo have added an adventure element – cool!

YOUR SCRIBBLES!

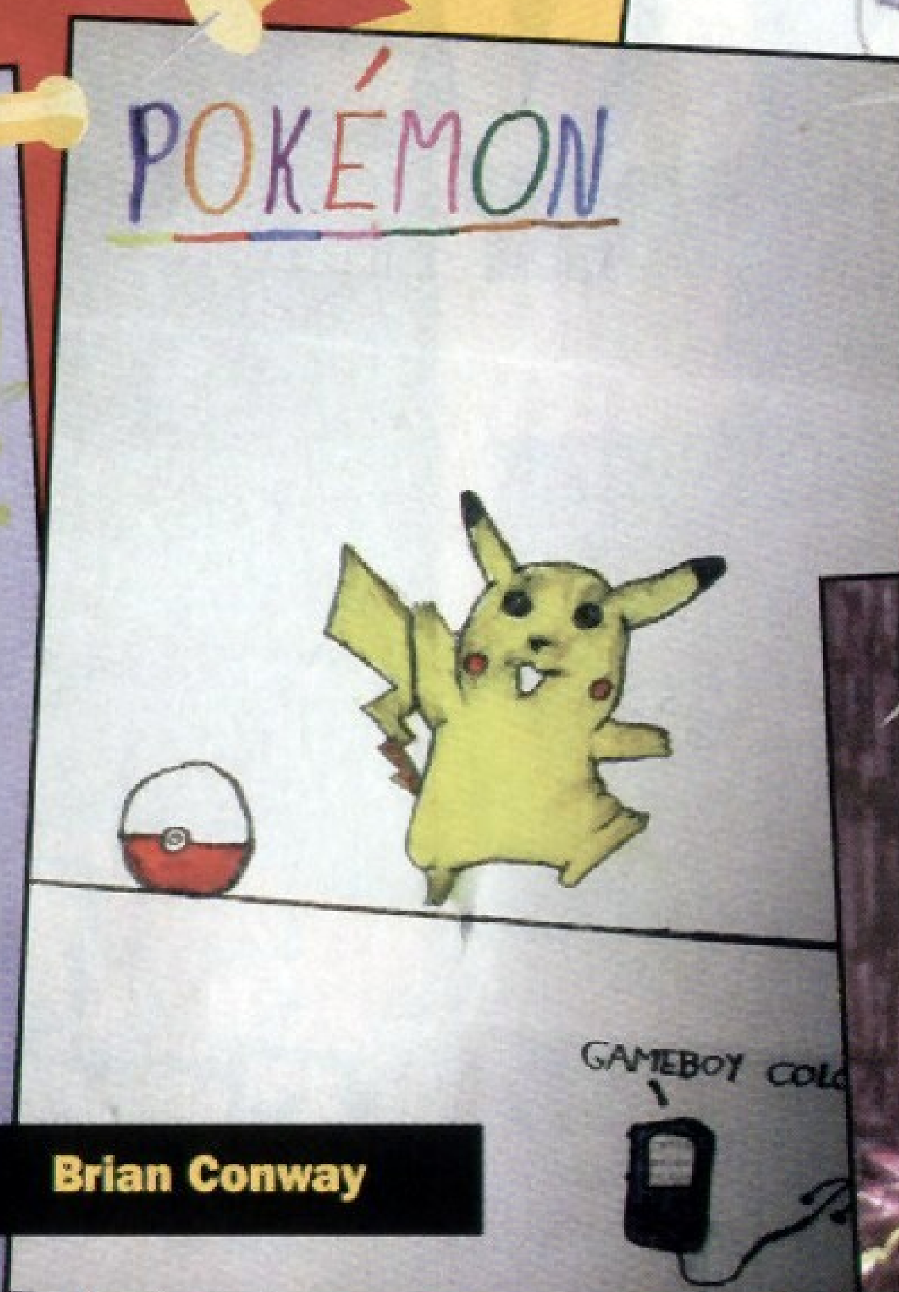
The postbag has been bulging with great artwork this month, so we thought we'd have a bit of a 'Your Scribbles' special. We love all these pics, so send more in to the usual address. Take a look at this lot...



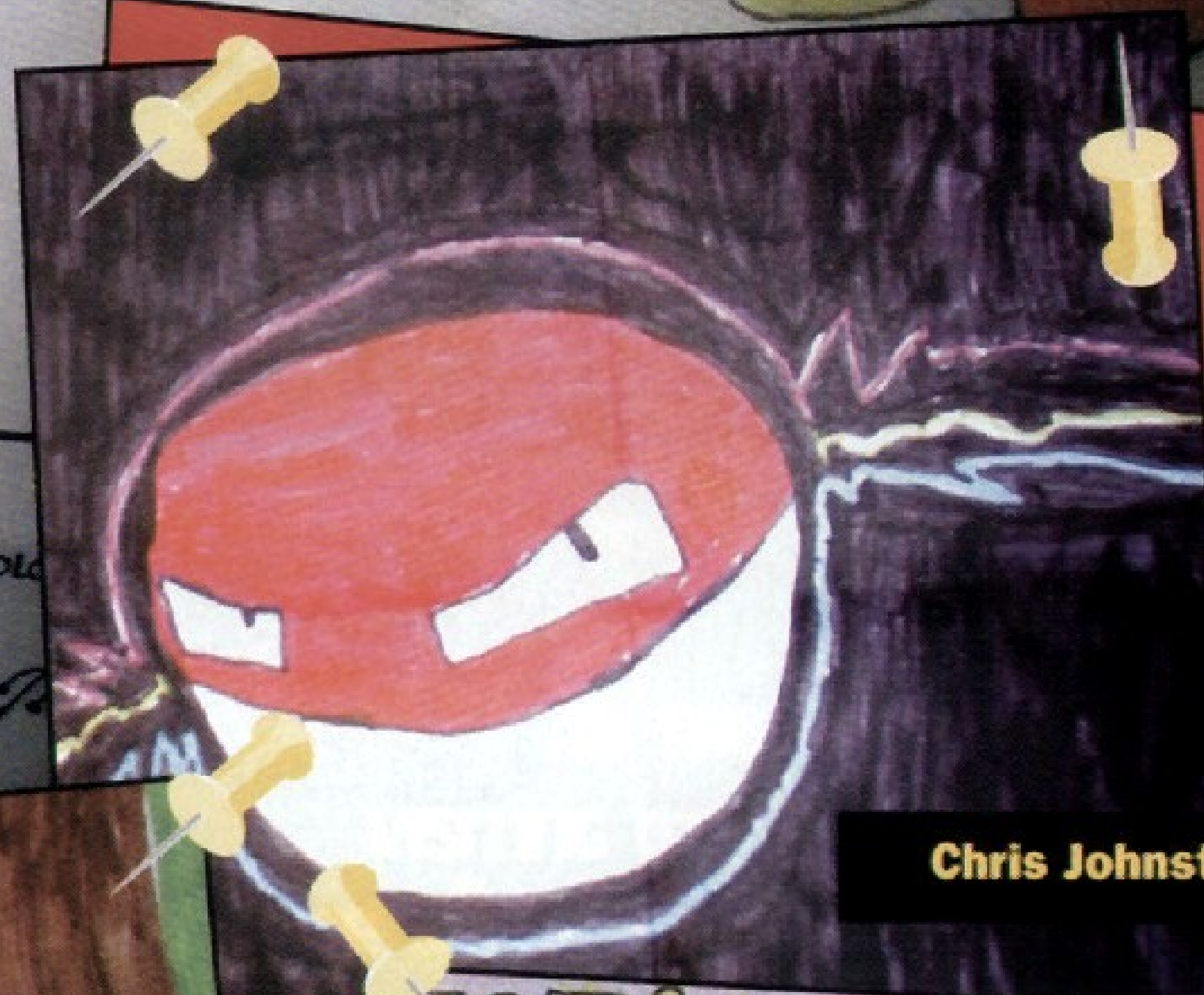
Joe James



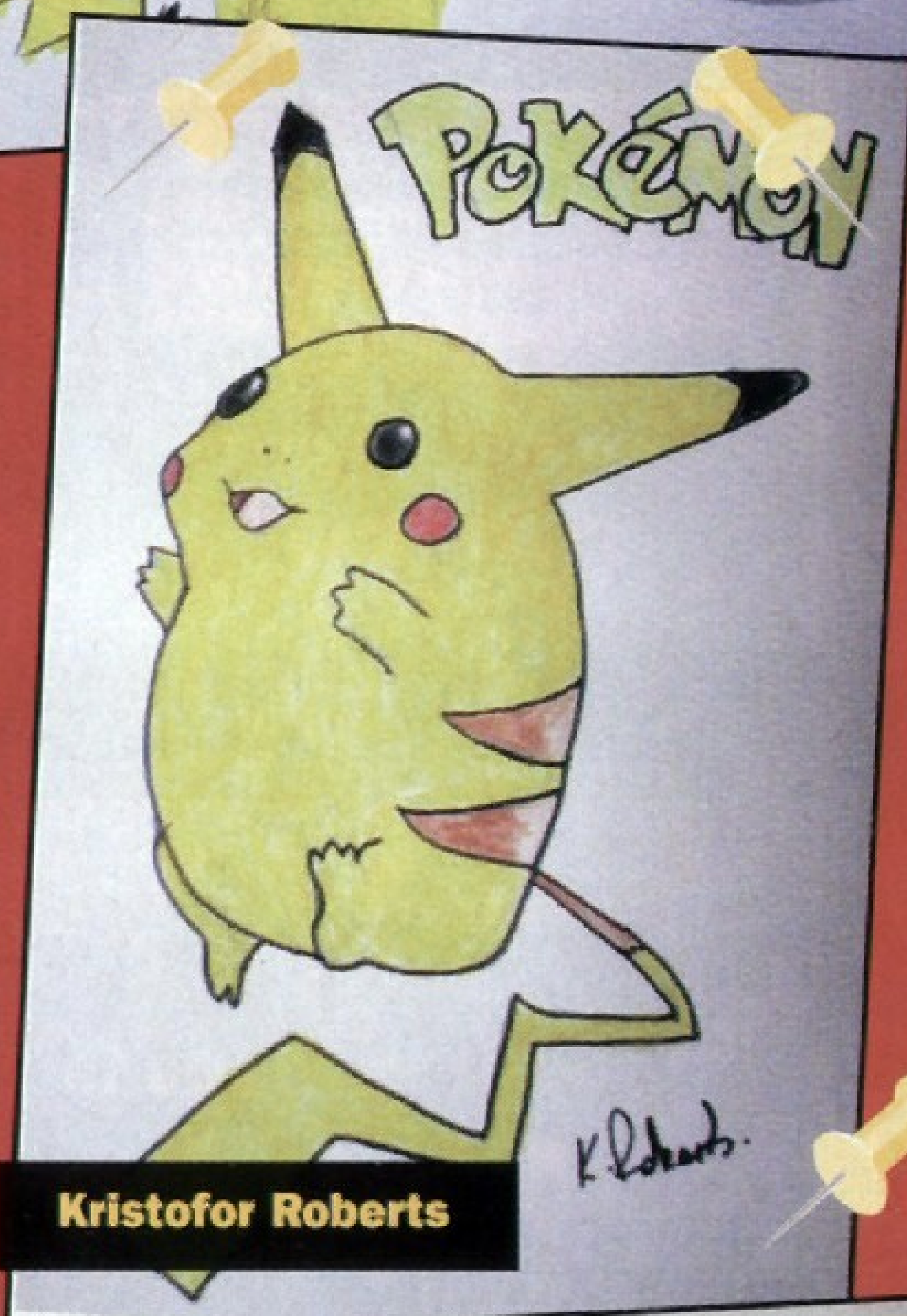
Adam Page



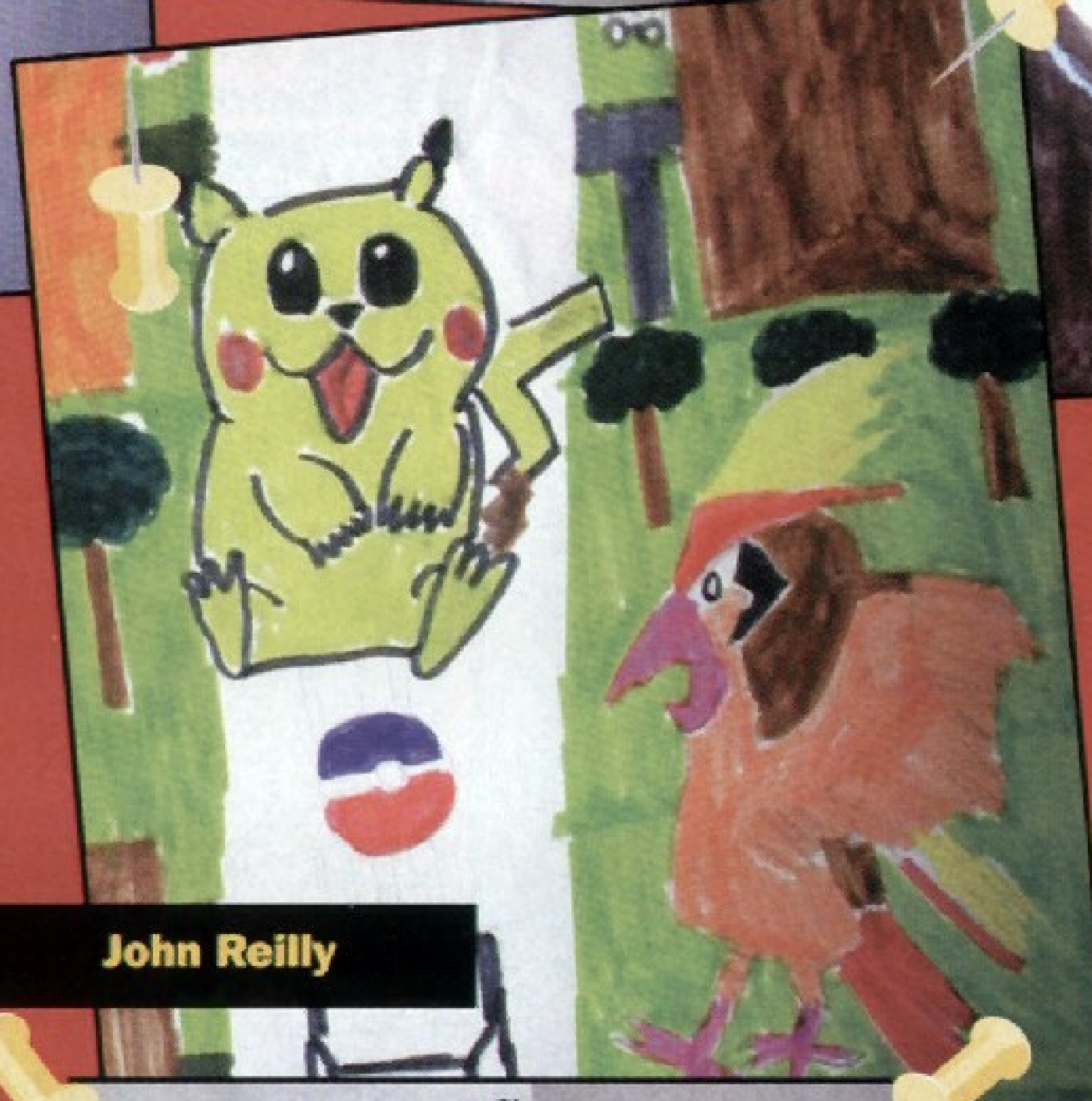
Brian Conway



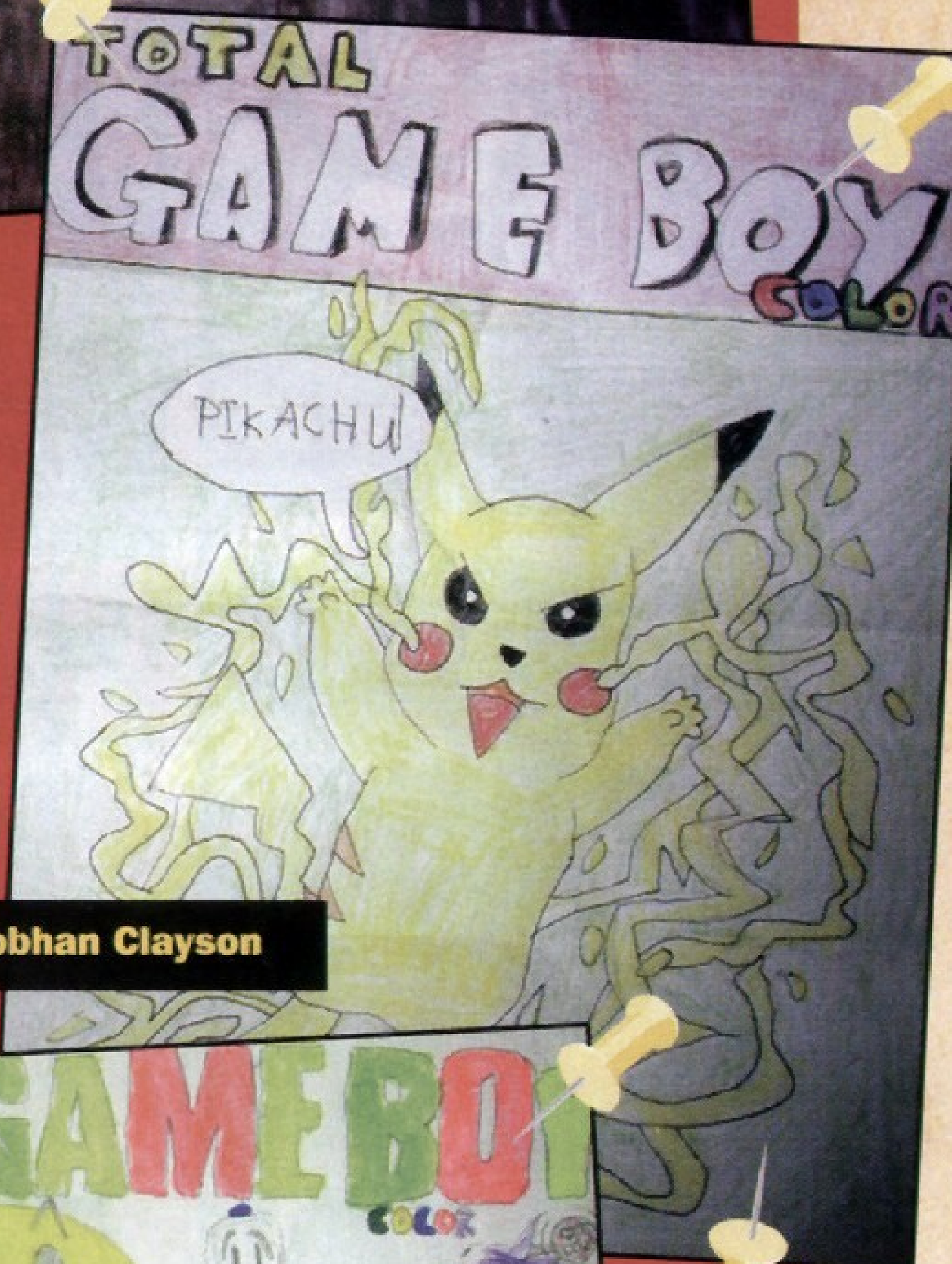
Chris Johnston



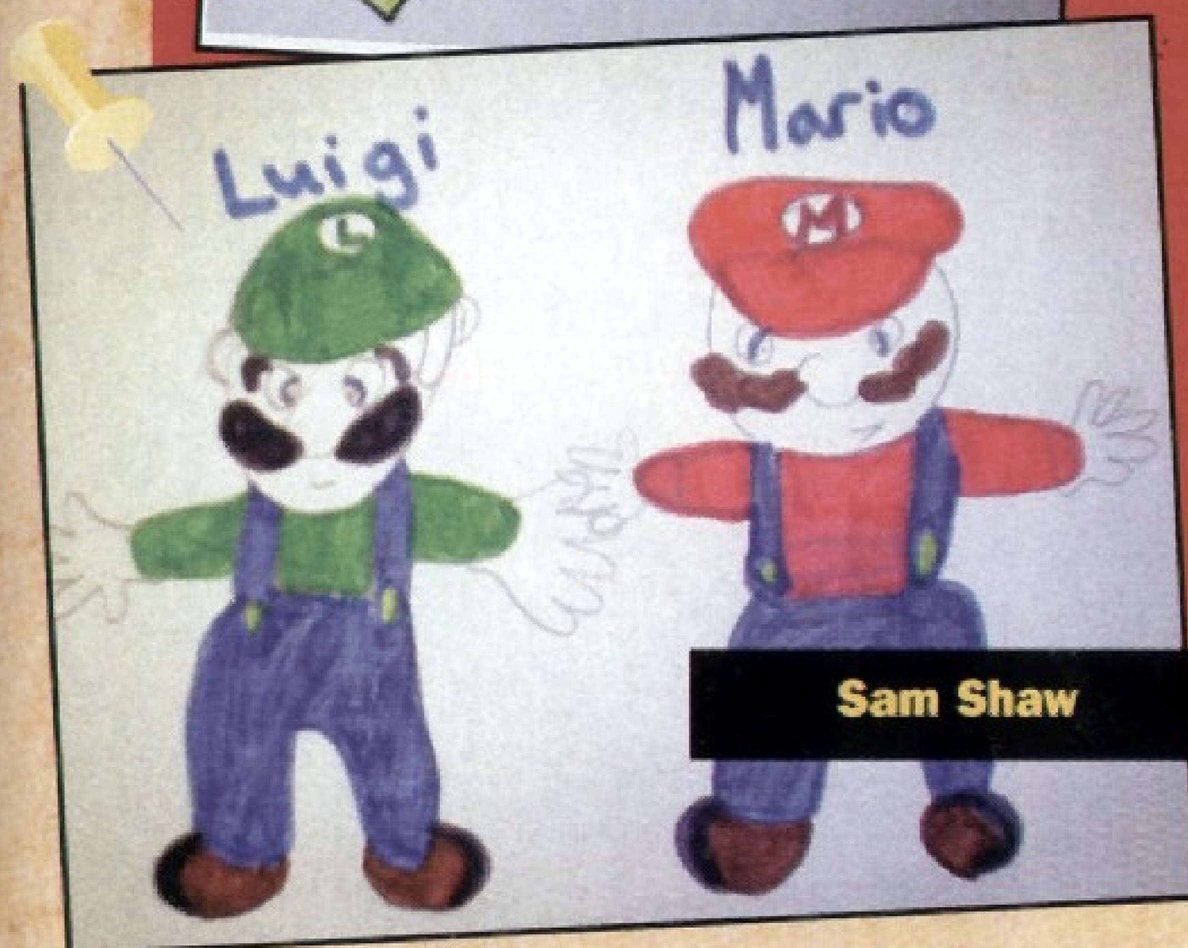
Kristofor Roberts



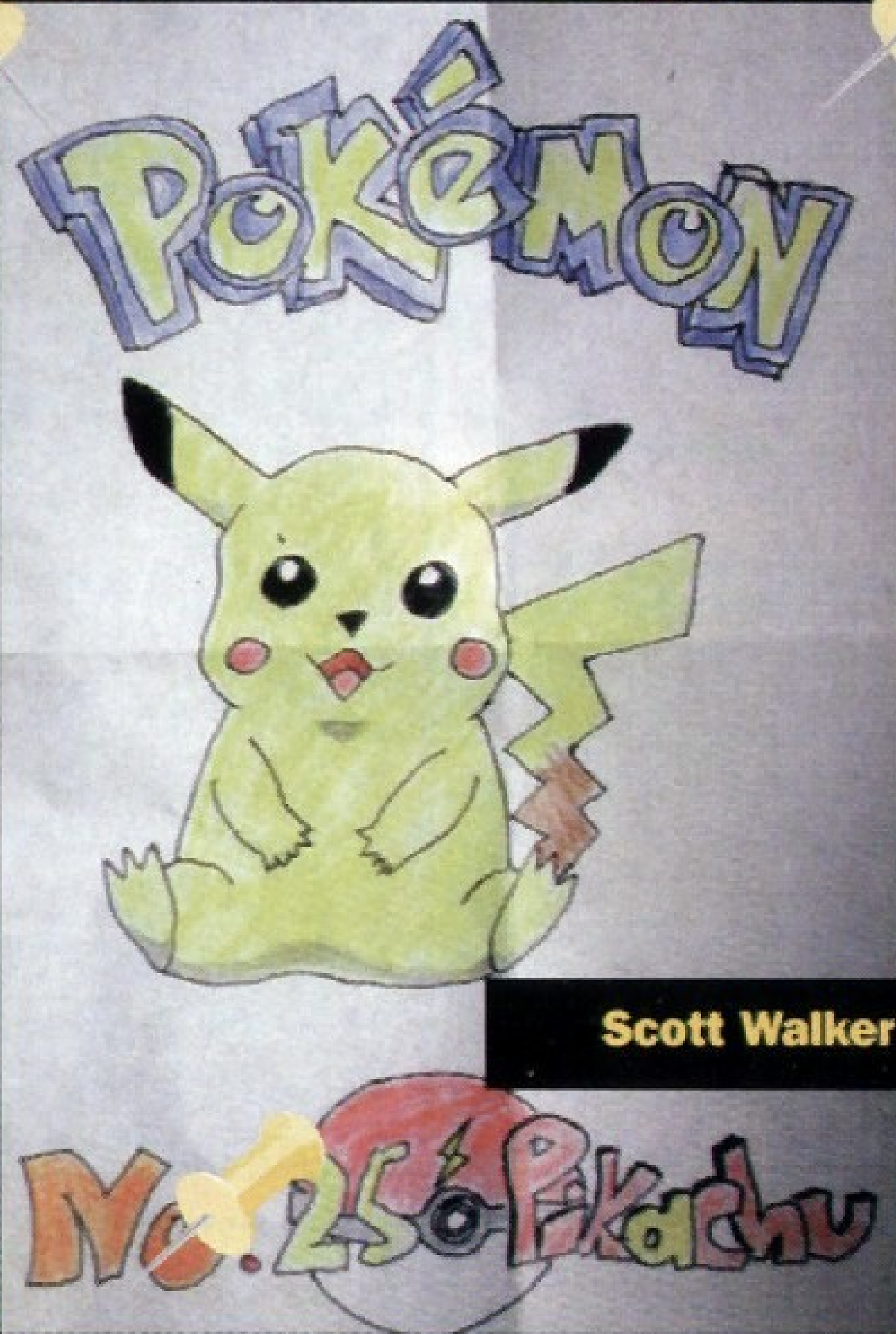
John Reilly



Siobhan Clayson



Sam Shaw



Scott Walker



Ian Masters

HELP!

Send us your own cheats and we'll give you the credit... Help!, Total Game Boy Color, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, BH1 2JS.

KNOW YOUR PAD!

Here's where all those pesky buttons are...

D-PAD
This little plus sign lets you move up, down, left and right!

START
Pause your game or call up the options screen!

B BUTTON
Most of the cheats are a combination...

A BUTTON
...of the A and B buttons. Press them carefully!

SELECT
This button is often used for options screens.

V-RALLY



MEDIUM COURSES
Type FAST on the password screen and you will be able to open three extra courses.

HARD COURSES
Type FOOD on the password screen and you can open three extra courses.



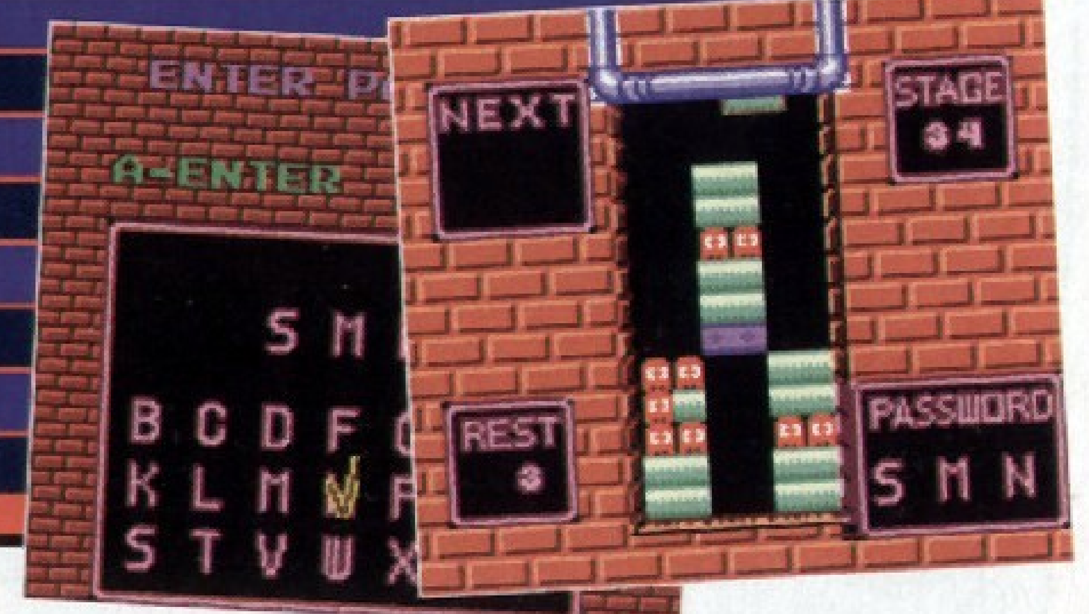
PAC-MAN: SPECIAL COLOR EDITION

Passwords

Level	Password
Stage 1	STR
Stage 2	HNM
Stage 3	KST
Stage 4	TRT
Stage 5	MYX
Stage 6	KHL
Stage 7	RTS
Stage 8	SKB
Stage 9	HNT
Stage 10	SRY
Stage 11	YSK
Stage 12	RCF
Stage 13	HSM
Stage 14	PWW
Stage 15	MTN
Stage 16	TKY
Stage 17	RGH
Stage 18	TNS
Stage 19	YKM
Stage 20	MWS
Stage 21	KTY
Stage 22	TYK
Stage 23	SMM
Stage 24	NFL
Stage 25	SRT
Stage 26	KKT
Stage 27	MDD
Stage 28	CWD
Stage 29	DRC
Stage 30	WHT
Stage 31	FLT
Stage 32	SKM
Stage 33	QTN
Stage 34	SMN







A BUG'S LIFE

Passwords

Level	Password
Level 2	9LKK
Level 3	BL26
Level 4	5P9K
Level 5	6652
Level 6	BKK2
Level 7	2PLB
Level 8	6562
Level 9	L59B
Bonus Level	BL26



CHASE HQ



Passwords

Level	Password
Level 2	NDHQ
Level 3	WVLF
Level 4	JD1S
Level 5	NC4Z
Level 6	BHKT
Level 7	ZDKW
Level 8	14FQ
Level 9	XVNP
Level 10	MMQG



MARIO GOLF

As you step onto the first tee and the nerves set in, you'll need a few tips to disappoint the gallery of spectators waiting for you to smash the ball into the trees. There are several courses for you to play and a host of Nintendo characters to compete against. Alongside the golf game there are loads of secrets for you to discover by exploring the landscape and visiting other places. Here are some helpful tips to get into the swing of things...

On the Tee

There are a few things you should know before donning your clubs and setting off for the first tee...

WIND

Pay attention to the wind and make sure that you adjust your shot a few notches against the wind direction to ensure a safe landing on the fairway. This will take some time to get used to but you'll need to master this for approaching the green.

CLUB SELECTION

Look carefully at the distance and where your ball will land by changing to different clubs. Ensure that you won't end up in a water hazard or in the sand. Changing clubs can also aid you when playing a shot with a heavy wind against you or playing out of heavy rough – sometimes it pays to over hit the ball slightly. You can change clubs by pressing Up and Down on the D-pad.

HITTING THE BALL

At the bottom of the screen you'll see your power meter which is how you control your swing. To take your shot, press the A button to start the back swing then press the button again when the meter reaches the top. You now have to press the button a third time when the power drops to the thick line. If you succeed, you'll hit the ball in the centre. If you miss the centre of the ball, you will reduce the power and accuracy of the shot and you may wind up in the rough. To get the best out of your golf you'll need to master the power meter.



CHEAT

ALL CHARACTERS

Press A, B, A, B, A, A, A, A at the main entry screen and you'll unlock all the hidden characters.



SCORECARD

HOLE	PAR		PUTT	OVER
1	4	8	2	+4
2	4			
3	3			
4	5			
5	4			
6	4			
7	5			
8	3			
9	4			
OUT	36	8	2	+4
HOLE	PAR		PUTT	OVER
10	4			





HELP!

CHIPPING

As you approach the green, you'll want to get your ball as close to the hole as possible in order to make the putting easier and increase your chances of a birdie. Look carefully at the wind, aim your shot accordingly and use a club that will reach all the way to the flag. As you get closer to the green, judging your approach will become a little bit more tricky and club selection is therefore very important. To make the shorter distances a littler easier, work out what distance half power will reach and use that as a guideline.

IMPROVING YOUR GAME

Once you have had a little practice head off to the course and enter the club tournament to see how you fare against all the other golfers. At the end of the eighteen holes you'll get experience points relating to your performance and when you raise your levels you can improve your golfer. You can gain extra distance on your drive and better control.

THE COURSES

MARION CLUB

Your home course is the easiest to win and will be a good place to start playing golf. Winning the tournament here will open up the second course and also give you a chance to play Putts in a one on one match. If you can beat Putts he will become a playable character.

PALM CLUB

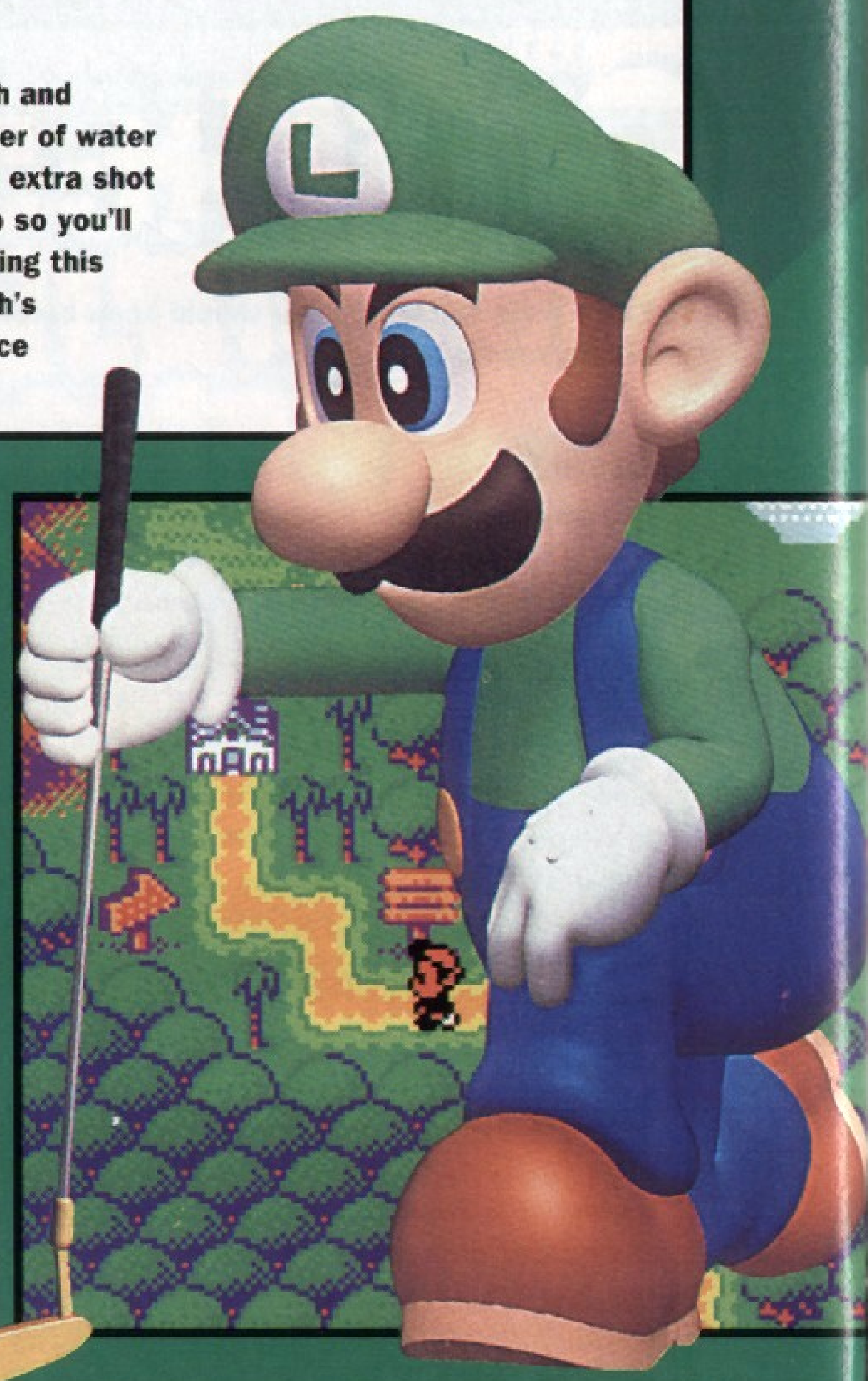
The second course is slightly more challenging and will take a few attempts to master. If you win the tournament here you will open up the third course and get a chance to take on Grace in a one-on-one match. If you can beat Grace she will become a playable character.

DUNE VALLEY

The third course is set in a desert with lots of rough and cacti strewn all over the course. If you win this tournament you'll open the fourth golf course and get the opportunity to challenge Tiny in a one-on-one match.

LINKS CLUB

This course is extremely tough and challenging with a large number of water hazards. You are penalised an extra shot for hitting a ball into the deep so you'll need to take extra care. Winning this tournament will open up Peach's Course and give you the chance to take on Gene and Mario.



PUTTING

Putting is a vital skill to ensure success at golf and you'll need to read the greens well to beat your opponents. The arrows relate to the slopes on the green and the thicker the arrow the steeper the slope is. You will always begin with your cursor aimed directly at the pin and for smaller distances you should not move left or right. For longer putts you'll have to guess where to aim you shot and pay greater attention to distance. Try not to over hit the ball to avoid bouncing straight over the rim.

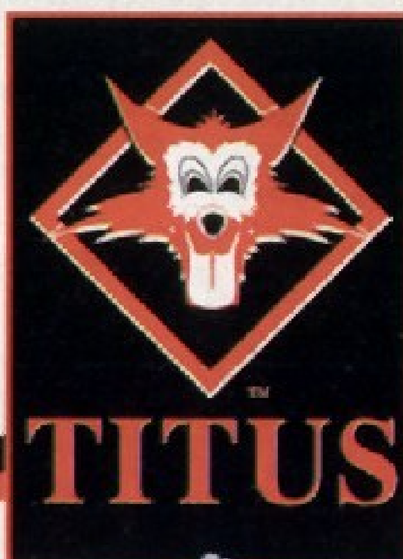
HIDDEN LEVEL UP MUSHROOMS

1. Enter the room on the right-hand side of the director's office and search the bookcase to find a Level Up mushroom.
2. Head north from Marion Club and you'll discover the Club Makers. Here you can swap one of your clubs for a special distance or control club. In the cupboard here you'll find another Level Up mushroom.
3. Just before you enter Peaches Castle search the bushes on the left-hand side to discover another Level Up mushroom.

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TOTAL GAMES NETWORK



Millennium Games Awards

WIN





- A £400 DVD player & 10 DVDs!
- PlayStation, N64 & Dreamcast!



Vote www.totalgames.net Online!

Actual model may vary

As the end of the Millennium draws near the TOTAL GAMES NETWORK (www.totalgames.net), in association with HMV and Titus, has decided to honour the best pieces of software ever made on all formats. This is your once in a lifetime chance to participate in the greatest gaming survey ever devised – the Millennium Games Awards!

All we want is for you to tell us what ten games have rocked your world using the form provided below. Having done this, complete the survey information and your details on the following page and then send it back to us Freepost – no stamp required.

Completed entries will be pulled out of the sack and the winners picked at random – there are no right or wrong answers. Once we have received all the entries, we will compile a top 100 games of the Millennium and one lucky winner will receive a DVD player and ten UK DVDs. 2nd prize is a Nintendo 64, PlayStation and a Dreamcast. While 50 runners-up will each receive get a £10 HMV voucher. Don't delay, get those voting forms in today!

Here are the personal favourites of our editors – vote for your own!

Nick Roberts Managing Editor

1. Out Run (Arcade)
2. Metal Gear Solid (PS)
3. Gun Fright (Spectrum)
4. Pac-Man (Arcade)
5. Bubble Bobble (Spectrum)
6. Rick Dangerous (Spectrum)
7. Super Mario World (Super NES)
8. Dynamite Dan (Spectrum)
9. James Pond: Robocod (Mega Drive)
10. San Francisco Rush (N64)

Phil King, Editor of PowerStation

1. Goldeneye (N64)
2. Gran Turismo (PS)
3. ISS Pro Evolution (PS)
4. Starcraft (PC)
5. Skool Daze (Spectrum)
6. Sensible World Of Soccer (PC)
7. Tekken 3 (PS)
8. Tomb Raider (PS)
9. Laser Squad (Spectrum)
10. Worms (PC)

Ryan Butt, Editor of Play

1. ISS Pro Evolution (PS)
2. Goldeneye (N64)
3. Resident Evil 2 (PS)
4. Sonic The Hedgehog (Mega Drive)
5. Arkanoid (C64)
6. Kid Chameleon (MegaDrive)
7. Back 2 Skool (Spectrum)
8. Wonderboy (Arcade)
9. Tekken 3 (PS)
10. Street Fighter II (Super NES)

Andy McDermott, Editor of 64 Mag

1: Robotron 2084 (Arcade)
2: Quake II deathmatch (PC)
3: Goldeneye (N64)
4: Elite (BBC/C64/Atari ST)
5: Defender (arcade)
6: Ancipital (C64)
7: Tomb Raider (PlayStation)
8: Street Fighter II Turbo (Super NES)
9: Super Mario Kart (Super NES)
10: Tempest 2000 (Atari Jaguar)

millennium games awards entry form

The top ten games that have changed my life are:

1 ....

2 ....

3 ....

4 ....

5 ....

6 ....

7 ....

8 ....

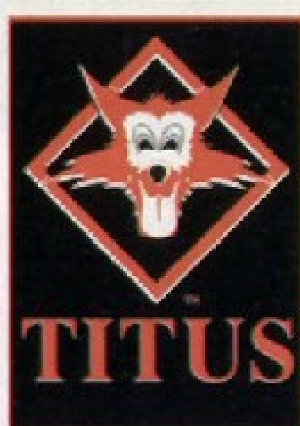
9 ....

10 ....

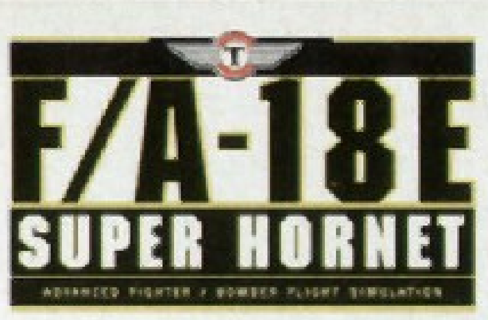
*Important: please write your game name clearly and in capital letters only. Also ensure that all game names are spelt correctly and that you put what games system they are for in brackets. The closing date for the Millennium Games Awards competition is 31/12/99.

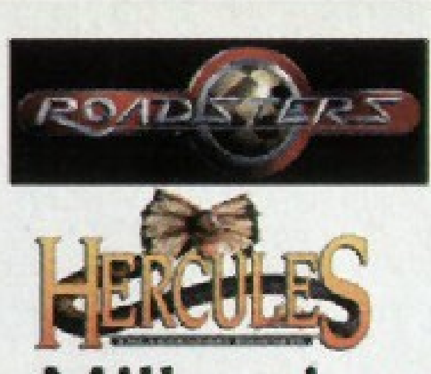
The results of the Millennium Games Awards will be printed in the following magazines: ***Play, 64 Magazine, PowerStation, 64 Solutions, N64 Pro, PlayStation Pro, Planet PlayStation Dreamcast Magazine, Total Game Boy Color, PC Player and Dreamcast Solutions.***

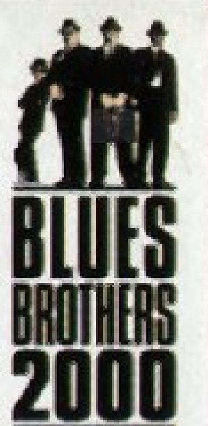
Millennium Games Awards questionnaire











The biggest games for the new Millennium

Name: ....

Address: ....

....

....

....

....

Postcode

....

Daytime telephone number

....

I am prepared to attend the prize ceremony at HMV

☐ Yes ☐ No

Are you?

☐ Male ☐ Female

What age group are you in? (tick one)

☐ 10-17
☐ 18-25
☐ 26-35
☐ 36-45
☐ 46-50
☐ Over 50

Are you?

☐ Married
☐ Living with your partner
☐ Living with your parents
☐ Living alone
☐ Living in a shared house
☐ Divorced/separated
☐ Widowed

What is your occupation? (tick one)

☐ Director
☐ Manager
☐ Self-employed
☐ Skilled worker/Tradesman
☐ Manual worker
☐ Office worker
☐ Shop worker
☐ Public sector
☐ Professional
☐ Armed Forces
☐ Student
☐ Housewife/husband
☐ Retired
☐ Unemployed
☐ Other (please state)

....

What is your household's total annual income?

☐ Under £10,000
☐ £10,000-£15,000
☐ £16,000-£20,000
☐ £21,000-£45,000
☐ £46,000-70,000
☐ £71,000-100,000
☐ £100,000+

What newspaper(s) do you read regularly?

☐ The Sun
☐ The Daily Mail
☐ The Daily Express
☐ The Daily Mirror
☐ The Guardian
☐ The Times
☐ The Independent
☐ The Financial Times

Do you own or intend to buy a console in the next 6-12 months?

☐ No
☐ Yes (Please tick all that apply)

	Own	Intend to buy
Sony PlayStation	☐	☐
Nintendo 64	☐	☐
PC	☐	☐
Game Boy Color	☐	☐
PlayStation 2	☐	☐
Dreamcast	☐	☐
New Nintendo console	☐	☐

Do you own a computer?

☐ Yes
☐ No, but I intend to within the next 6 months
☐ No, and I don't intend to buy one in the next 6 months

Are you connected to the Internet?

At work

☐ Yes
☐ No

At home

☐ Yes
☐ No, but I intend to be in the next 6 months
☐ No, and I don't intend to be in the next 6 months

Do you own a DVD player?

☐ Yes

What brand?

....

This survey was printed in 64 Solutions magazine

☐ From time to time you may be sent related material through the post. If you do not want to receive this, please tick this box.

once you have completed all these questions and the all important top ten, please send it back to:

millennium games awards
paragon publishing ltd
freepost (BH 1255)
bournemouth
BH1 2TA




FREEPOST

Metal Gear: Ghost Babel



FROM? KONAMI • WHEN? SUMMER

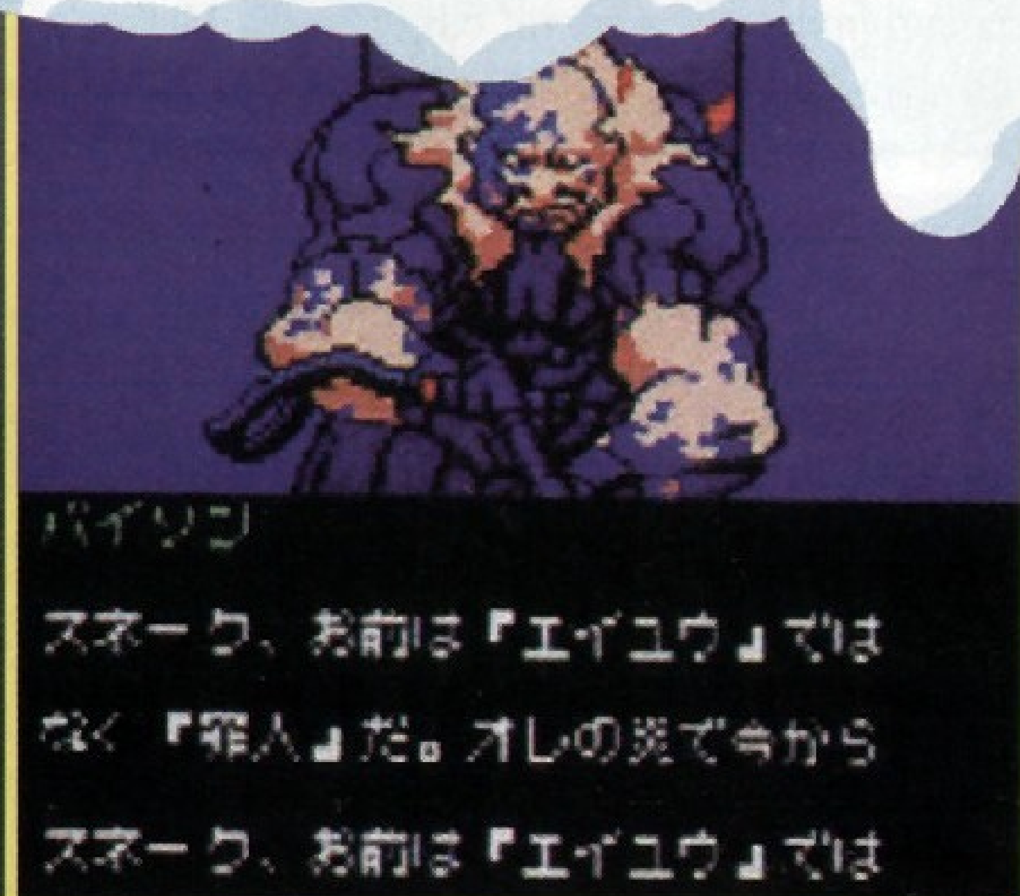
Would you Adam and Eve it? The PlayStation hit *Metal Gear Solid* is coming to the little Game Boy Color courtesy of the boffins at Konami. This new game takes elements of the old NES version and enhances these with ideas from the new *Metal Gear Solid* games to create a unique adventure that retains all the stealth and suspense of the 32-bit game.

Called *Metal Gear: Ghost Babel*, the game will only be compatible with the Game Boy Color (sorry black and white owners) and will include a special VR training option where you can link-up with other players via a cable and search each other out! More on this amazing new title soon!

JUST DONT ASK!

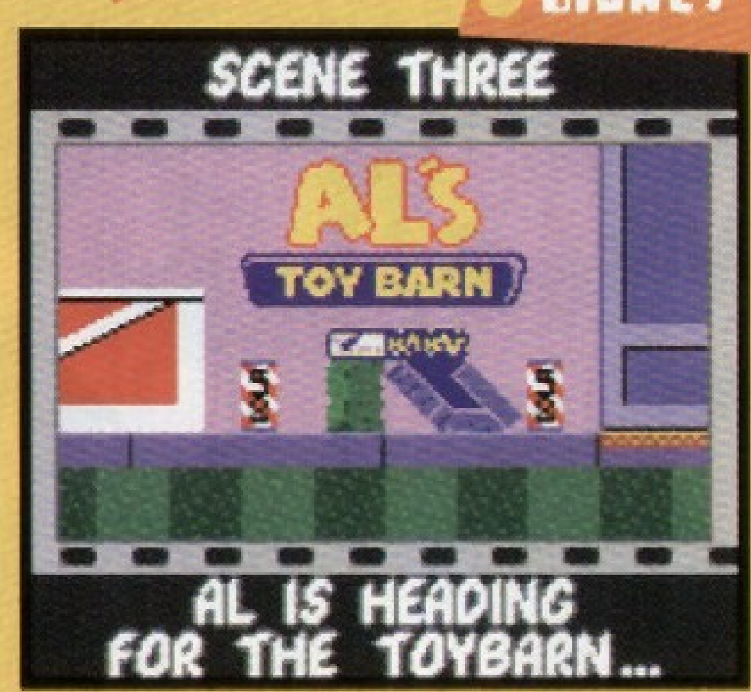








FROM? DISNEY INTERACTIVE WHEN? SPRING







TOY STORY 2

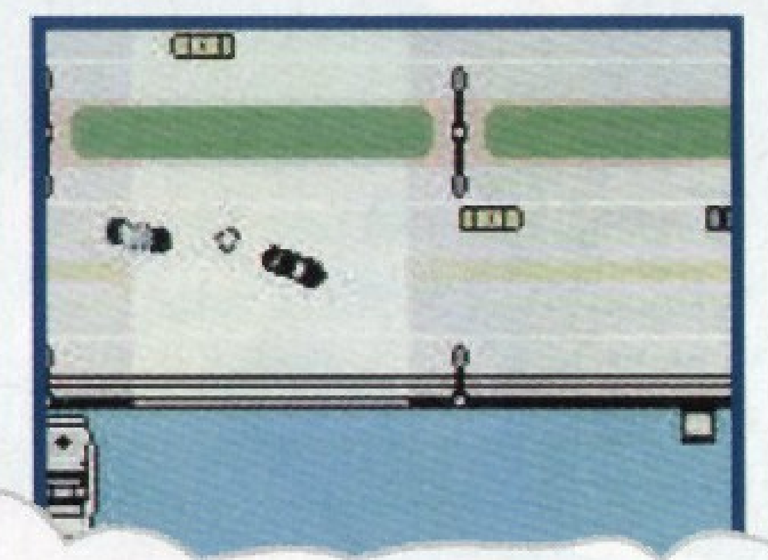
It's the big movie for Christmas in the USA, but as ever we have to wait a bit longer in the UK for a peek at *Toy Story 2*. The Game Boy Color game is already well into production though, and should be reaching these shores around the same time as the movie, early next year.

The game follows a similar line to the original *Toy Story* games, only this time it kicks off with Buzz Lightyear in your control as just leaps, flies and bounces his way around Andy's bedroom. There are lots of cool touches, like a loop the loop and toy cars to ride on, breaking up the basic platform game style. The movie is set to relight the fires started by the original all those years ago, so prepare yourself for the hype machine, starting very soon!

DRIVER

FROM? GT INTERACTIVE WHEN? MARCH

One of the most impressive PlayStation games of recent years is going to make a Game Boy Color debut in March next year. This issue we've reviewed the car stealing jaunt *Grand Theft Auto*, with mixed feeling about the game – GT Interactive's *Driver* looks much the same!



MICKEY'S RACING ADVENTURE

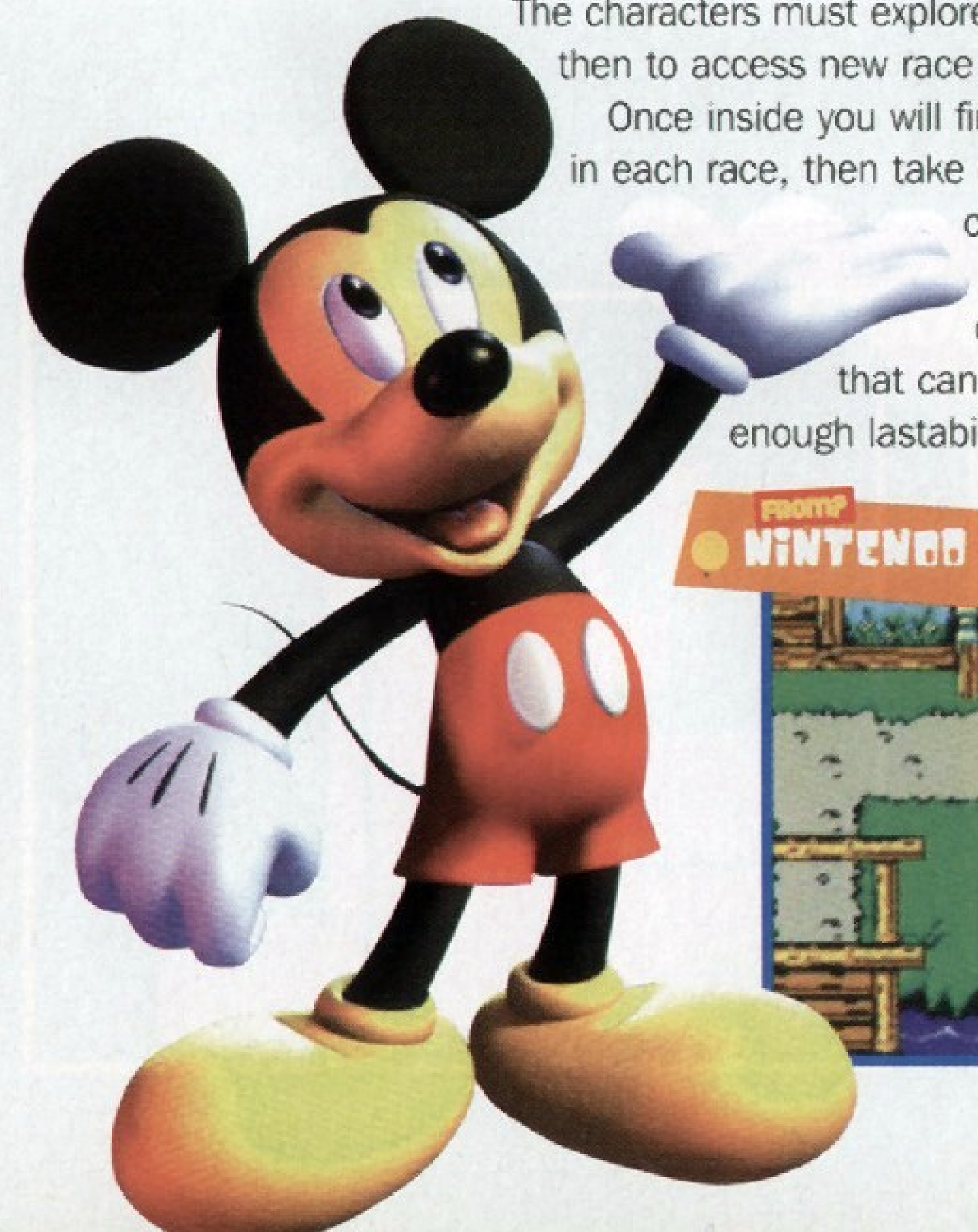


The game masters at Rare, famous for their innovative and eye-boggling games like *Diddy Kong Racing*, *GoldenEye* and *Banjo-Kazooie*, recently won the license to create a bunch of Game Boy Color games starring none other than Disney's Mickey Mouse.

Amazingly *Mickey's Racing Adventure* is already nearing completion, and as you can see from the screenshots around this page it's looking like a right Christmas cracker! The game mixes adventure and racing elements, which puts it ahead of many of the mediocre racing games on Game Boy before you even start!

Mickey Mouse and his mates Donald Duck, Daisy, Goofy, Pluto and girlfriend Minnie are the lead characters, with many other Disney favourites cropping up in mini-games as the adventure progresses. The characters must explore Mickey's world finding special items that then allow then to access new race worlds.

Once inside you will find three racing tracks where the object is to come first in each race, then take on the nasty boss who is a racing whizz! The game has cash to pick up along the way, which can be traded in for vehicle upgrades. With four cars and boats to choose from, and a secret car hiding in Mickey's garage that can be unlocked when you find the key, this game has enough lastability to see you through the next millennium!



FROM? NINTENDO WHEN? CHRISTMAS



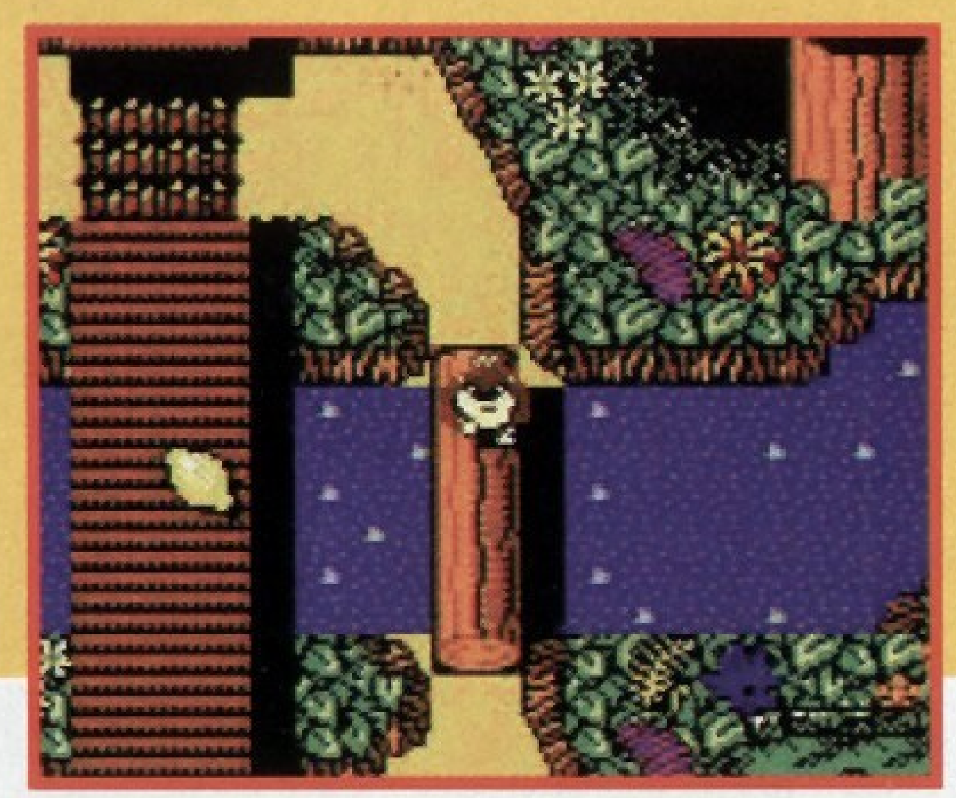


TAZMANIAN DEVIL: MUNCHING MADNESS

FROM? SUNSOFT WHEN? SPRING

Everyone's favourite spinning cartoon hero is back on the Game Boy with an all-new colour adventure. *Tazmanian Devil: Munching Madness* is an adventure game viewed from above where Taz is on a mission to rescue his mate Wendal T Wolf who has been kidnapped by the nasty tykes Bull and Axle.

These two have got Wendal locked away in Las Vegas, simply because they think it is the furthest place away from Tasmania, and to reach him Taz must chomp and spin his way through the world! On his journey Taz will visit the Australian outback, the tulip fields of Holland and the thick jungle of the Amazon before making it to the final showdown in Las Vegas – nine action packed levels in all! Watch out for Taz's new adventure in the shops soon, and in the review coming to TOTAL GAME BOY COLOR next issue!



Whereas the PlayStation game was a mind-blowing 3D affair with realistic streets and non-stop car chase action, the Game Boy Color game is a top down scroller with tiny cars, street lamps, pavements, trash cans – everything needed for a good smash-'em-up!

Whether this car game will be any more playable than *Grand Theft Auto*, we don't know just yet. We hope for GT Interactive's sake that it is though – we just couldn't take another few hours of dull gameplay with miniature cars!



army men

FROM? 3DO WHEN? CHRISTMAS

Sadly arriving too late for a review this issue, 3DO's *Army Men* is a game perfectly suited to the handheld. It stars those little green toy soldiers that we all played with as kids (and you might still be playing with right now)! You can command them in battle then watch them melt, get squashed and… well… stand still really. The catch is that these army men fight back too!

The game is certainly unique, although it does bring back memories of Toy Story's army platoons – we'll have to wait until next issue now to take it for a test drive!





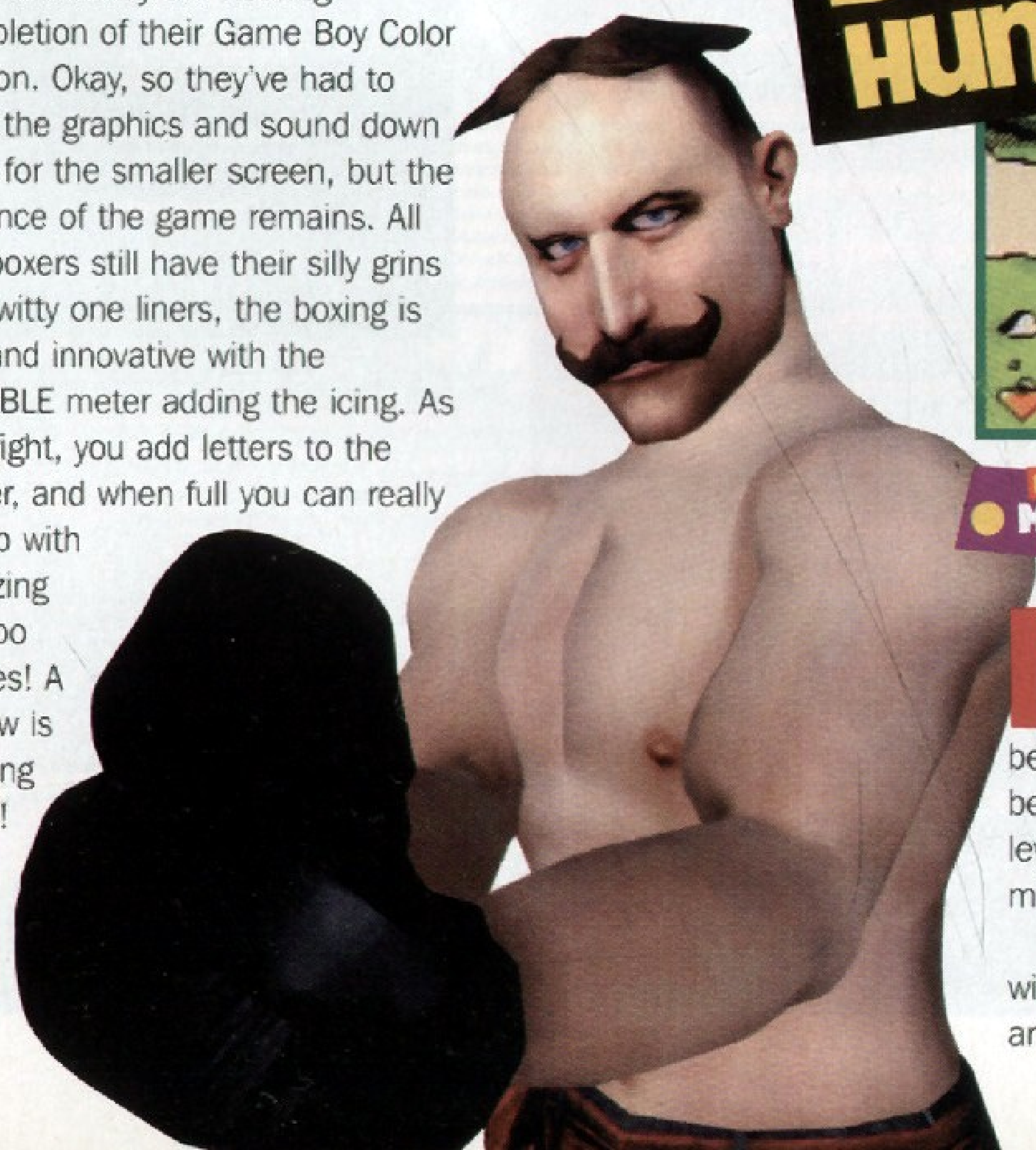


Ready 2 Rumble

FROM? MIDWAY WHEN? WINTER



It's the number one game on Sega's new Dreamcast console, and Midway are nearing completion of their Game Boy Color version. Okay, so they've had to tone the graphics and sound down a bit for the smaller screen, but the essence of the game remains. All the boxers still have their silly grins and witty one liners, the boxing is fun and innovative with the RUMBLE meter adding the icing. As you fight, you add letters to the meter, and when full you can really let rip with amazing combo moves! A review is coming soon!



BILLY BOB'S HUNTIN' 'N' FISHIN'





FROM? MIDWAY WHEN? CHRISTMAS

Midway have found the answer for all those who like a bit of hunting and fishing, but don't like the cruelty – *Billy Bob's Huntin' 'n' Fishin'*, coming to the Game Boy Color very soon. Billy Bob is deeply in love with the beautiful Daisy Mae but the only way he can find to win her heart is to become the best sportsman in Wydville! Billy Bob must work his way through a whole bunch of levels that will see him hunting little critters, fishing and competing in a bunch of mini-games that will bring memories flooding back!

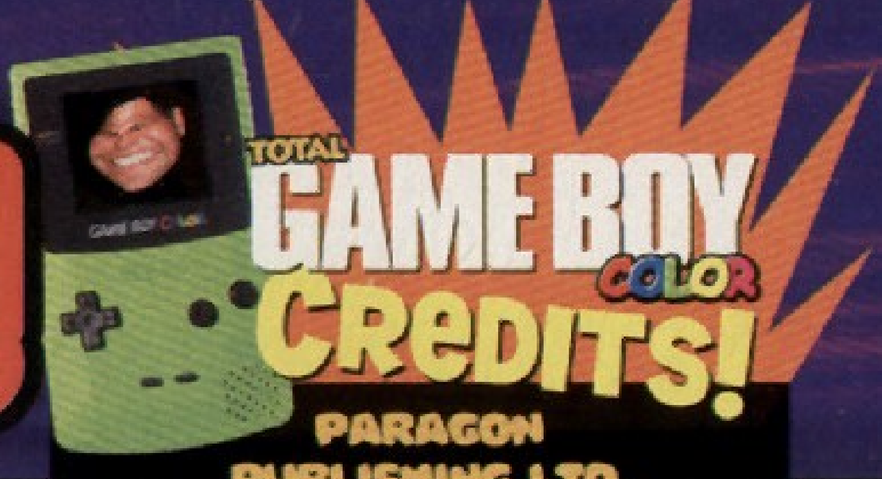
All the stats on the critters you catch are stored on the cart, so you can complete with your mates and never have to tell a tale of the one that got away! The perfect answer to the ban on hunting!

Know Your Games!

THE COMPLETE LISTING OF GAME BOY COLOR REVIEWS!

Buying games is a serious business you know! £20 here, £20 there – they don't come cheap. So, to make sure you make the right decision when buying your Game Boy Color games, here's a complete listing of scores...

Name of game	Type of game	Made by	Reviewed in	Score
720°	Arcade	Nintendo	Issue 3	43%
A Bug's Life	Platform	THQ	Issue 2	58%
All Star Baseball 2000	Sports	Acclaim	Issue 4	86%
All Star Tennis '99	Sports	Ubi Soft	Issue 5	86%
Antz	Platform	Infogrames	Issue 5	75%
Battleships	Strategy	Take 2	Issue 5	78%
Black Bass Lure Fishing	Sports	Majesco	Issue 5	78%
Bust-A-Move 4	Puzzle	Acclaim	Issue 4	95%
Castlevania Legends	Platform	Konami	Issue 1	84%
Centipede	Shoot-'em-up	Take 2	Issue 2	74%
Chase HQ: Secret Police	Action	Metro 3D	Issue 5	85%
Chessmaster	Board	Mindscape	Issue 4	79%
Conker's Pocket Tales	Adventure	Nintendo	Issue 3	92%
Cool Hand	Card game	Take 2	Issue 2	85%
Donkey Kong Land	Platform	Nintendo	Issue 1	86%
Dropzone	Shoot-'em-up	Acclaim	Issue 3	82%
Duke Nukem	Platform	GT Interactive	Issue 3	90%
F1 World Grand Prix	Racing	VideoSystem	Issue 4	51%
Final Fantasy Adventure	Role playing	Sunsoft	Issue 1	85%
Final Fantasy Legend	Role playing	Sunsoft	Issue 1	78%
Final Fantasy Legend II	Role playing	Sunsoft	Issue 1	86%
Final Fantasy Legend III	Pole playing	Sunsoft	Issue 1	92%
Frogger	Arcade	Take 2	Issue 2	80%
Game & Watch 2	Arcade	Nintendo	Issue 2	92%
Gex: Enter the Gecko	Platform	Interplay	Issue 2	90%
Golden Goal	Sports	Tarantula	Issue 5	86%
Harvest Moon	Role playing	Nintendo	Issue 2	93%
Hexite	Puzzle	Ubi Soft	Issue 2	85%
Hollywood Pinball	Sports	Take 2	Issue 5	88%
Hollywood Pinball	Pinball	Take 2	Issue 2	64%
International Superstar Soccer	Sports	Konami	Issue 1	86%
ISS Pro '99	Sports	Konami	Issue 5	78%
Joust/Defender	Compilation	Midway	Issue 4	55%
Klax	Puzzle	Midway	Issue 4	52%
Klustar	Puzzle	Infogrames	Issue 3	58%
Legend of the River King	Fishing	Natsume	Issue 4	79%
Logical	Puzzle	THQ	Issue 3	88%
Loony Tunes	Platform	Sunsoft	Issue 2	88%
Lucky Luke	Platform	Infogrames	Issue 4	81%
Maya the Bee	Platform	Acclaim	Issue 4	92%
Men in Black	Shoot-'em-up	Interplay	Issue 2	80%
Micro Machines	Racing	Codemasters	Issue 1	91%
Monopoly	Board game	Konami	Issue 1	90%
Montezuma's Return	Platform	Take 2	Issue 1	79%
Moon Patrol/Spy Hunter	Compilation	Midway	Issue 4	60%
Mortal Kombat 4	Beat-'em-up	Midway	Issue 2	51%
Mystical Ninja	Role playing	Konami	Issue 1	60%
NBA In The Zone	Sports	Konami	Issue 4	48%
NFL Blitz	Sports	Midway	Issue 4	83%
NHL Blades of Steel	Sports	Konami	Issue 4	51%
Obelix	Platform	Infogrames	Issue 4	89%
Oddworld Adventures	Platform	GT Interactive	Issue 2	85%
Oddworld Adventures II	Platform	GT Interactive	Issue 5	95%
Pac-Man: Special Color Edition	Arcade	Namco	Issue 5	82%
Paperboy	Arcade	Midway	Issue 4	62%
Pitfall: Beyond the Jungle	Platform	Virgin	Issue 3	81%
Pocket Bowling	Sports	Jaleco	Issue 5	52%
Pokémon Pinball	Pinball	Nintendo	Issue 4	65%
Pokémon Red/Blue	RPG/Trade	Nintendo	Issue 4	85%
Power Quest	Beat-'em-up	Sunsoft	Issue 1	85%
Prince of Persia	Platform	Red Orb	Issue 4	90%
Quest for Camelot	Role playing	Titus	Issue 2	84%
R-Type DX	Shooter	Infogrames	Issue 4	85%
Rampage World Tour	Arcade	Midway	Issue 2	58%
RC Pro-Am	Racing	Nintendo	Issue 1	95%
Reservoir Rat	Platform	Take 2	Issue 2	84%
Revelations: The Demon Slayer	RPG	Atlus		91%
Rugrats: The Movie	Platform	THQ	Issue 2	87%
Shadowgate Classic	Role playing	Kemco	Issue 3	48%
Shanghai Pocket	Puzzle	Sunsoft	Issue 1	79%
Space Station Silicon Valley	Platform	Take 2	Issue 5	92%
Spy Vs Spy	Arcade	Kemco	Issue 4	77%
Super Breakout	Puzzle	Take 2	Issue 2	70%
Super Mario Bros Deluxe	Platform	Nintendo	Issue 3	95%
Super Marioland 2	Platform	Nintendo	Issue 1	92%
Super Return of the Jedi	Platform	LucasArts	Issue 1	72%
Tarzan	Platform	Activision	Issue 5	92%
Tetris DX	Puzzle	Nintendo	Issue 1	95%
The Smurfs Nightmare	Platform	Infogrames	Issue 3	78%
Three Lions	Sports	Take 2	Issue 5	82%
Top Gear Rally	Racing	Nintendo	Issue 3	55%
Turok 2	Platform	Acclaim	Issue 2	40%
V-Rally Championship Edition	Racing	Infogrames	Issue 3	90%
Wario Land II	Platform	Nintendo	Issue 1	90%
Wave Race	Racing	Nintendo	Issue 1	66%
World Cup '98	Sports	EA Sports	Issue 1	80%
WWF Attitude	Fighting	Acclaim	Issue 4	80%
Zelda: Link's Awakening	Adventure	Nintendo	Issues 1 & 2	95%



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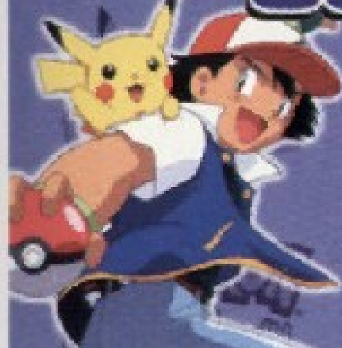
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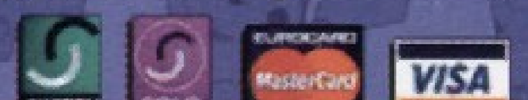
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